

Brian Sanchez

Software Engineer

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Self-driven and solution-centric Software Engineer, who's highly committed to developing and implementing software solutions to achieve company goals. High aptitude for resolving technical issues and integrating best coding practices to meet user needs.

EXPERIENCE

Arroyo Seco Saints Baseball, Pasadena, CA — IT & Web Development Intern

January 2023 - August 2023

Supervised students to maintain a safe environment for both students and parents.

- Build website features such as an online store and live-stream landing page
- Use API's to display statistical and player data on team's site
- Build simple websites for their non-profit program and youth camp sign ups.

EDUCATION

East Los Angeles College, Monterey Park - Bachelors of Science

Computer Science (coursework completed)

2017-2020

CERTIFICATION

General Assembly, Los Angeles — Certificate of Achievement

June 2020 - August 2020

As a Full-Time student I completed 500+ hours of professional training over twelve weeks to become a full-stack software engineer.

- Learned programming and computer science fundamentals, programming languages, frameworks and libraries, and completed coursework and client projects.

SKILLS

- Operating Systems
- Object Oriented Programming
- Agile Development
- RESTful APIs

LANGUAGES

- HTML5
- CSS3
- JavaScript
- jQuery
- Node.js
- Express.js
- MongoDB
- Git
- GitHub
- Python
- Django
- React.js
- Django REST Framework
- PostgreSQL
- Heroku
- SQL
- noSQL
- Redux
- Bootstrap
- Materialize
- React Bootstrap
- Next.js
- Tailwind CSS
- Firebase
- NextAuth.js
- Wordpress
- Figma