Juan Chavez

Fullstack Developer



juanchavez.me



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SUMMARY

Passionate, and enthusiastic IT professional with 2 years of relevant software development experience. Thrives in fast-paced, small teams. Able to excel under pressure and creatively solve problems.

SKILLS



EDUCATION

San Jose State University B.S Software Engineering *In-progress*

Gunderson High School H.S Diploma

PROJECTS

Gub, Mobile Application

React Native, Node.js, Microsoft Azure

Developed a mobile application that helps gamers discover gaming content.

Tools used: JavaScript, CosmosDB, Azure Kubernetes, Node.js, React Native, Docker

Ventura, Mobile Application

Xamarin Forms, Node.js, Microsoft Azure

Developed a location based social media platform that helps everyone find new places to explore.

Tools used: Xamarin Forms, Node.js, Express.js, Azure Storage, CosmosDB, Azure App Service

WORK EXPERIENCE

Cloud Technical Expert @ Microsoft

Sep 2019 - Present | Palo Alto, CA

Responsible for cloud services deployment, customer relationship management and enterprise technical advising.

Services Advisor @ Microsoft

April 2018 - Sep 2019 | Palo Alto, CA

Specialized in computer hardware and software repairs. Individually responsible for maintaining tools and operations.

- Developed a PowerApp web application that automates various cross-team operational duties.
- Developed PowerShell scripts for data deletion, software installs and software removal leading to faster repair times.

Program Manager Apprenticeship @ Microsoft

Jan 2018 - April 2018 | Redmon, WA

Nominated and selected for an apprenticeship, helping bridge the gap between retail and engineering.

- Reported high impact bugs to senior leadership and followed up with resolutions that improved Windows.
- Implemented a new feedback loop that incorporated retail stores, giving engineers cleaner feedback.

Software Engineering Intern @ Ambii

Sep 2018 - Dec 2018 | Palo Alto, CA

Designed and developed new features for a fast-paced startup.

- Designed and integrated data caching using an in-memory database (Redis) improving load times.
- Developed AutoPlay between clients by using sockets resulting in synchronized playback.