

Jer Nonó Cabello

Frontend Developer, learning and focusing on creating scalable and robust solutions with AWS.

Experience in Projects

3D Blender Scene Rendering on AWS (2023 - Present)

Description: Developing a tool for rendering 3D Blender scenes in the AWS cloud using Lambda and Docker.

Skills Acquired:

- AWS architecture planning and structuring.
- Documentation of processes.
- Team collaboration and code maintenance using GitHub.
- BPY Python API.
- Frontend development.
- AWS Services development, communication between services, and IAM policies.

Technologies: Nextjs 13, Typescript, Cognito, Api Gateway, DynamoDB, S3, SQS, SNS, SES, Lambda, Docker, Python(bpy).

ReadmeStack: - Synchronized Web Markdown Editor with GitHub - 2023

Description: A web-based Markdown editor. An intuitive editor where users can view their Markdown documents associated with their personal Repositories/Gists.

Skills Acquired:

- Software planning and structuring.
- Research on libraries and necessary flows for integrations with the GitHub API and Monaco library methods.
- Team collaboration and code maintenance using GitHub.
- Process documentation.
- Frontend development.

Technologies: React(with Vite), Javascript, API GitHub, Firebase OAuth, Chakra UI, Zustand, React Query, Amplify Hosting.

Education

CFGS - Multiplatform Application Development (DAM)

Stucom Pelai, Barcelona - Spain 2022 - Actual

High School Diploma - Artistic

Mare de Déu de Núria, Barcelona - Spain 2017 - 2019

Non-Formal Education

Full-Stack React JS SOC Course

Fundació Esplai, Barcelona - Spain 2021

Contact

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Skills

Programming Languages

Javascript, Typescript, CSS

Libraries and Frameworks

React, Nextjs, Tailwind, Chakra UI

Cloud (AWS)

DynamoDB, Api Gateway, SES, SQS, SNS, S3, Lambda.

Tools and Platforms

Git, GitHub, Amplify, Docker, Figma, Blender

Languages

- Catalan (Native)
- Spanish (Native)
- English (B1)

Currently Learning

I am currently studying AWS services, Next.js for more advanced solutions, TypeScript, and AWS CDK.

Interests

3D modeling with Blender, creating software products (side projects), startup ecosystem, science, and technology.