# Jhonatan Rivera Cruz

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https://github.com/jhonaRiver

## EDUCATION

**Holberton School**                                                San Juan, Puerto Rico
*Software Engineer – Foundations*                          September 2021 – July 2022
- Graduated from a 9-month program focused on the foundations of computer science and software engineering, including low-level programming & algorithms, high-level programming & databases, and system engineering & networking
- Relevant Projects: AirBnB Clone, Not So Simple Shell, printf, and SIM among others
- GPA: 3.83
- Accolades: Student Tutor

## WORK EXPERIENCE

**Wihom Software**                                                      Bogotá, Colombia
*Full Stack Software Developer*                              October 2022 - present
- Help on the frontend and backend side of the software, although focus is on the backend
- Give maintenance to the software, database and server
- Add new features as requested for the company software

**Holberton School**, *Software Engineering School*          San Juan, Puerto Rico
*Student Tutor*                                                  January 2022 - present
- Help students daily to understand key concepts of the curriculum by demonstrating with whiteboards, live coding events and guiding students through resource materials
- Provide IT assistance to the school campus including, but not limited to, configuring, wiping computers, and coordinating with other student tutors to assist the Lead Instructor with daily operations
- Develop relationships with students to foster better communication, and address individual needs
- Attend weekly meetings with Education Lead/ Software Engineer to report student progress and provide feedback to bridge the gap between staff and students

**Arcos Dorados, PR**                                            San Juan, Puerto Rico
*Shift Manager*                                                  June 2016 - March 2022
- In charge of the store's operations, employees' training, and schedules, stock inventory and production levels

## PROJECTS

**SIM -** https://github.com/luiscolon0426/SIM
*Sales and Inventory Management*                                          July 2022
- Developed an application that lets the user sell products
- Implemented a database for storing products and users using MongoDB
- Notifies the user whenever a product is going out of stock

**AirBnB Clone** – https://github.com/jhonaRiver/AirBnB_clone_v4
*Built an AirBnB replica using Python, MySQL, HTML, CSS, JavaScript, and Flask on a Nginx server*          March 2022
- Wrote a CRUD command interpreter with two options for back-end storage engines: ORM with SQL or File System with JSON
- Developed Fabric scripts for configuring and deploying a load balancer with multiple application servers enabling new server configuration, automatic versioning, and deployment to ensure zero down-time in the event of a catastrophic failure, and optimized latency during normal operations
- Collaborated with different students at each stage of development, assigned tasks coordinated tasks and times for meeting and working together

**Not So Simple Shell** – https://github.com/gabriel337/simple_shell
*A shell replica built in C*                                              December 2021
- Designed and developed a shell with system calls, and zero memory leaks that could accept input from multiple commands with signal handling
- Created a flowchart detailing the execution process, and presented in a mock interview to lead instructor

## SKILLS & INTERESTS
- **Languages:** Spanish (Native Speaker), English (Fluent)
- **Programming Languages:** C, Python, Bash, MySQL, JavaScript, HTML, CSS, Kivy, NodeJS
- **Tools:** Git, Vim, Shell, Vagrant, VirtualBox, Linux, Valgrind, Nginx, Puppet, Fabric, NumPy, MatPlotLib, Visual Code
- **Skills:** Problem solving, mathematical aptitude, self-development, autodidacticism, debugging, troubleshooting, memory management
- **Learning:** PyTorch, fast.ai