

# Jorney Daniel Lopez

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*Software Engineer with over 4 years of professional experience building end-user applications and handling large-scale projects. Proficient in both backend (Java, Spring Boot, JavaScript, Node.js, Express) and frontend (React, React Native, HTML, CSS) technologies. Adept at optimizing software performance, implementing new features, debugging complex issues, and ensuring high code quality through comprehensive unit and integration tests. Passionate about learning new technologies and collaborating on innovative, cross-functional projects to deliver impactful solutions.*

## PROFESSIONAL EXPERIENCE

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<b>Sysco</b> Software Engineer	<b>Remote, Costa Rica</b> August 2022 – Present
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- I developed and integrated custom solutions using Java, Spring, and JPA to solve complex problems and create scalable features in GECO (Contract Management). I implemented comprehensive unit and integration tests to ensure code quality and prevent future errors.
- I designed and optimized the database architecture (Oracle), utilizing DAO design patterns and writing efficient SQL queries to improve data performance and integrity.
- I applied object-oriented programming principles to modularize the code and facilitate its maintenance and evolution.
- I used debugging and profiling tools to efficiently identify and resolve performance issues.

<b>PayByPhone (NSD Group)</b> Software Engineer	<b>Remote, Canada</b> July 2022 – March 2023
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- Developed, optimized and maintained a critical parking application tool, consisting of multiple micro-services built with Node.js, JavaScript, TypeScript, Express, and DynamoDB.
- Improved code quality by 25% through refactoring and optimization, resulting in a 30% increase in application performance.
- Resolved 50+ critical bugs and implemented new features that increased user satisfaction by 20%.
- Collaborated effectively with cross-functional teams to integrate micro-services and ensure seamless operation.
- Conducted comprehensive unit and integration testing with Jest, achieving a code coverage of 93% to validate the application's functionality and identify potential issues.

<b>Verys</b> Software Engineer	<b>Remote, USA</b> May 2021 – July 2022
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- Successfully modernized a legacy payroll application, transitioning from a monolithic architecture to a microservices-based system. Utilized Java, Spring Boot, JUnit, Node.js, TypeScript, Nest, and React to build a scalable and maintainable solution.
- Reduced customer support inquiries by 30% through the implementation of new features that improved the overall user experience.
- Increased processing efficiency by 20% by optimizing the backend architecture and leveraging modern technologies.
- Ensured code quality and reliability through rigorous unit, integration, and end-to-end testing with Jest and Cypress.
- Collaborated effectively with cross-functional teams to identify and address key areas for improvement.

<b>Unidad 22</b> Software Developer	<b>Remote, Costa Rica</b> August 2020 – February 2021
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- Designed and developed a single-page application using WordPress and PHP, resulting in a 25% increase in website conversions.

- Demonstrated strong technical skills in HTML, CSS, JavaScript, and WordPress, delivering high-quality results in various projects.
- Collaborated effectively with team members and clients to meet project deadlines and exceed expectations.

### **Taboga (Internship)**

Software Developer Dotnet

**Guanacaste, Costa Rica**

*January 2014 – July 2017*

- I successfully integrated the database, back-end, and front-end for a project that included modules for users, assets, reporting, and more. I leveraged a variety of technologies, including HTML, CSS3, Bootstrap, JavaScript, Visual Basic ASP.NET, LINQ Query, Entity Framework, Windows Community Foundation (WCF), Windows Forms, and SQL Server to ensure seamless communication and data flow between the different components.
- Overall, my expertise in developing and integrating complex systems allowed me to deliver a high-quality solution that met the needs of the end-users.

## **EDUCATION**

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### **UNIVERSIDAD TECNICA NACIONAL**

Information Technology Engineering

**GUANACASTE, COSTA RICA**

*January 2016 – June 2020*

## **SKILLS**

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- TECHNOLOGIES: Java – Spring – Spring Boot – JavaScript – React.js – React Native – Node.js – HTML5 – CSS3 – Jest – Junit – Cypress
- DATABASES: Oracle – PostgreSQL – MySQL – MSSQL – DynamoDB
- TOOLS: Postman – Git – NPM – Yarn – Maven – Docker – iReport
- DESIGN PATTERNS: MVC – DAO – Repository – Singleton – Prototype
- AGIL: SCRUM – Kanban
- OTHERS: RESTful API – AWS – JSON – CI/CD – Unit Test – Integration Test

## **LANGUAGES**

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- English: Advanced
- Spanish: Native

## **SOFT SKILL**

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- ❖ Problem solving – Communication - Critical thinking - Quick learning – Adaptive - Teamwork