José Andrés Hernández Vargas

Software Engineer

Palmares, Costa Rica
jose.andres.art@gmail.com
github.com/josehernandezv
linkedin.com/in/joseahernandezv
+506 85189502
https://josehernandez.tech

I am a passionate Software Engineer, specialized in front-end development using React and TypeScript. I have a strong affinity for design and user experience, constantly seeking opportunities to improve the design, accessibility and functionality of my work. My relentless pursuit of learning ensures that I stay updated with the latest trends and technologies.

Experience

Senior Mobile and Web Developer

18 Techs | Mar 2019 - Present

- Currently part of the DarkPOS team, I hold the responsibility for developing and maintaining all clientfacing mobile applications using React Native.
- Established a CI/CD pipeline using Visual Studio App Center and Codepush to automate our apps's updates to the stores.
- Work on the development of the next generation of our Point of Sale System with React, Typescript, React Query, GraphQL and Tailwind.
- Build a web app for our client's customers using NextJS with the App Router, GraphQL and Tailwind.
- Contributed to the maintenance of a workout video mobile app using React Native.

Front-End Developer

CreativeDrive | Feb 2018 - Mar 2019

- Joined as a React developer to work on the creation of an online Casino.
- Developed web applications using mostly React and Angular JS.
- · Taught the development team the basics of React.

Front-EndIntern

4Geeks | Aug 2017 - Dec 2017

- Developed a course platform using Angular, Typescript and Firebase.
- · Designed the User Interface with Material Design.

Education

University of Costa Rica

Bachelor of Business Computing

Mar 2014 - Dec 2017

Languages

English - Fluent

Spanish - Native

Skills

Programming languages

Javascript, Typescript, HTML, CSS, Java, C#.

Frameworks and libraries

React, Svelte, React Native, NextJS, Tailwind, NodeJS, GraphQL.

Tools and Platforms

Github, Firebase, Supabase, Netlify, Vercel, App Center, Expo.