


José Valdiviezo

Software Engineer

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About me

Adaptable and quick-learning software engineer, proven as a collaborative team player, I effectively contribute to project success. I prioritize the creation of high-quality software implementations. My commitment to continuous self-learning enhances my ability to stay at the forefront of evolving technologies and industry best practices. Eager to leverage this diverse skill set, I am enthusiastic about contributing meaningfully to innovative and challenging projects.

Code Languages and technologies: HTML, CSS, JavaScript/ES6, TypeScript, Python, C, MySQL.

React, Node.js/Express, Flask, SQLAlchemy, Bash, Git, GitHub, Sass, Styled-Components, Bootstrap.

Skills: Team Work, Adaptability, Self Learning, Discipline, problem-solving, communication.

Languages: Spanish, English

Experience

Soluciones Plan B:

November 2022 - Currently

- Design, development and maintenance of web/desktop (electron) applications, ensuring high-quality performance and user satisfaction.
- Functioned as a Cloud operator/administrator, managing and optimizing cloud resources for efficient application deployment.
- Utilized Full Stack expertise to contribute to various aspects of software engineering, including front-end and back-end development.
- Employed technologies such as React.js, Node.js, Express.js, Next.js, Electron.js, MySQL, PostgreSQL, MongoDB, Google Cloud, and Flutter
- Maintained and optimized database structures using MySQL and MongoDB for efficient data management.
- Implemented server-side logic with Node.js and Express.js to handle data processing and API interactions.
- Development of responsive and dynamic user interfaces using React.js.

Projects

Airbnb Clone:

July. 2021

- A command interpreter to manipulate data without a visual interface, like in a Shell (perfect for development and debugging)
- A website (the front-end) that shows the final product to everybody: static and dynamic
- A database or files that store data (data = objects)
- An API that provides a communication interface between the front-end and your data (retrieve, create, delete, update them)

Simple Shell:

July. 2021

- It's a UNIX command-line interpreter that receives some built-in and no built-in commands from the user and performs it, Developed with C.

Printf:

June. 2021

- This is a school project, we wrote our own printf C function
- The function work with the following conversion specifiers: %c, %s, %i, %d
- Developed with C

Education

Holberton School Specialization

Full-stack specialization

Cuenca, Ecuador

January. 2023

Holberton School Foundations

Software Development

Software Engineer Foundations

Project based, Peer learning and self learning methodology.

Cuenca, Ecuador

March. 2022