



JUAN PABLO RIOS

WEB REACT AND PYTHON DEVELOPER PERSONAL PROFILE

I am an engineer passionate about software development, specialized in JavaScript, React, and Python. I am looking to reach the highest level of competence by constantly updating and improving my skills. Due to my experience as an engineer, developer, and high-performance athlete, I have developed valuable soft skills such as discipline, focus, resilience, and mental strength. These skills enable me to be a professional committed to excellence, and provide fast and effective solutions.

WORK EXPERIENCE

Developer | Frontend | Backend | React.js | Web

Topografía Aplicada | 2018 - 2023

- I developed a landing page using JavaScript, React.js, HTML, CSS, and Framer Motion.
- I implemented different backend apps using Python, VBA, and JavaScript to manage, modify, and analyze data from the field.
- I developed an Android app for both frontend and backend sides to conduct sewer research in the field. This app collects data, stores it in a SQL database, performs simple calculations, and allows users to add, read, modify, and remove data.

Freelance Developer | Python | HTML | CSS

Upwork and Fiverr platforms | 2019 - 2020

- I developed Python and Selenium code to scrape initial dates of a company named "1 Million Cups" in each of the 170 cities where it operates in the USA for a Canadian client.
- I developed Python and Selenium code to navigate and scrape data from different sports such as soccer, basketball, tennis, and American football. To do this, it was necessary to analyze the HTML and CSS of the webpages in-depth. This was done for an American client.
- I implemented various Excel macros and Python codes to automate tasks and manage data for my surveyor clients who work with hundreds of thousands of data.

Personal development projects | Python | React.js | JavaScript

This are some of my recent personal projects | 2022 - 2023

- I developed my own portfolio website using HTML, CSS, and React.js. I used hooks such as useState, useRef, useEffect, and forwardref. Additionally, I utilized libraries such as react-i18next for language translation, react-icons for iconography, and email-js for email submissions.
- I developed a game with React.js, it consists in joining 4 plays in a row inside a 7*6 board. For this I implementd a logic with JavaScript to allow people to play against the machine. I used React Hooks, React Router, HTML and CSS.
- I developed a Python script to scrape soccer match data. This script utilized the object-oriented programming paradigm and was able to navigate through a given webpage and extract all the relevant information. Data could be stored in .json, .csv, or in a NoSQL database.

EDUCATION

Platzi

Object-oriented programming | Professional JavaScript | HTML | CSS | React.js | Git and GitHub | SQL and NoSQL databases | 2022 - 2023

During my career, I have completed various courses and personal and academic projects focusing on frontend web development. I have developed a deep understanding of JavaScript, and I am currently studying the React.js path, which covers the fundamentals up to React Native.

HARD SKILLS

- JavaScript
- React
- HTML | CSS
- Python
- Selenium
- SQL | MongoDB
- Office - VBA | Google - App script
- Git | GitHub

SOFT SKILLS

- Discipline
- Adaptability
- Creativity
- Problem solving

LANGUAGES

- Spanish - Native
- English- B2

HOBBIES

- Swimming - Competitive
- Freediving - Competitive
- Martial arts
- Reading

FORMAL EDUCATION

Universidad EAFIT

Civil Engineering - Project Management | 2012 - 2018

CONTACT

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