

JEAN PAUL FERNANDEZ

📍 Manchester, UK

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PROFILE

Ambitious and tech-savvy first-year Computer Science undergraduate student at the University of Manchester, proficient in software development and web technologies. Always open to teamwork and collaboration, using technology for a better tomorrow.

SKILLS

Programming Languages: Python, HTML/CSS, JavaScript, C, PHP, Go, Java, Swift

Technologies: React, Flask, MySQL, AWS, Azure, Node.js, Docker, Firebase

Tools: VS Code, XCode, Git, GitHub, Vercel, Netlify, Postman, Figma, Notion, Microsoft 365

RELEVANT EXPERIENCE

Frontend Developer

Aug 2021 – Dec 2021

Illari Accesorios

- Designed and implemented a website using web technologies and the Ecwid e-commerce platform, resulting in a 40% boost in user engagement and a 25% increase in online sales within the first three months.
- Demonstrated exceptional problem-solving skills by troubleshooting and resolving technical issues during the development process, reducing website downtime by 20% and contributing to a 15% improvement in user satisfaction surveys.

IT Consultant

Nov 2019 – Jul 2020

MAKE Peru

- Lead the implementation of new communication technology solutions, resulting in a 35% improvement in internal communication.
- Developed a website using web technologies, resulting in a 200% increase in volunteer applications within a 3-month timeframe.
- Leveraged analytical and problem-solving skills to develop and implement a software solution that led to a 30% increase in productivity for the recruiting team, and a 22% reduction in processing time for financial transactions.

EDUCATION

University of Manchester

Sep 2023 – Jun 2026

BSc (Hons) Computer Science

Activities and societies: Computer Science Society, Cybersecurity Society, Robotics Society, Career Accelerator Society

INTO Manchester

Sep 2021 – Jun 2022

Foundation Degree in Science and Engineering

A-Level: Maths (A*), Physics (A*), Chemistry (A*)

Activities and societies: Latin American Student Ambassador

PROJECTS

Responsible Portfolio Website

Oct 2021 – Present

- Applied web development technologies, including HTML, CSS, and JavaScript, to create my custom responsive portfolio website.
- Constantly updating this project with new design principles, optimizing code, and implementing new web technologies.

Chatsy (CS50x's Final Project)

Jun 2023 – Jul 2023

- A web application, built using Flask, that enables real-time communication between different clients within a closed environment.
- Allows users to create, or join existing, chat rooms to exchange messages with other users within the same local network and stay engaged in dynamic real-time conversations.

Mokepon

Jan 2023 – Mar 2023

- A web-based game that offers a cast of characters for players to select from, each with their own set of characteristics and powers.
- Currently has two versions, the multiplayer version that runs locally on Node.js, and the single-player one that is available online.

Python Neural Network

Sep 2021 – Nov 2021

- A neural network built entirely in Python, capable of generating a heat map of predicted data on a bi-dimensional space.
- Takes an input array of values on a Cartesian plane and uses it to train the network to predict new data points.

CERTIFICATES

CS50x: CS50's Introduction to Computer Science 🏆

Issued by Harvard Online on July 2023.

Bootcamp: Ecommerce Frontend with React 🏆

Issued by EDteam on October 2022.