



JUAN DAVID
SOTO CARMONA

Software Engineering Student

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☎ +57 317 346 1739
📍 Cali, Colombia
🌐 [LinkedIn](#)

EDUCATION

Software Engineer
Universidad del Valle
May 2019 – July 2024
Cali, Colombia

Relevant courses

- Software development
- Artificial intelligence
- Data structures and algorithms
- Discrete mathematics
- Optimization
- Databases

TOP TECHNICAL SKILLS

- Javascript
- ReactJS
- Typescript
- NodeJS
- Git
- SQL databases
- NoSQL databases

TOP SOFT SKILLS

- Teamwork and collaboration
- Adaptability
- Time management
- Critical thinking

CAREER OBJECTIVE

As a skilled and adaptable software engineer student, I bring a strong foundation in coding, problem-solving and teamwork to drive innovative results. With a commitment to precision and attention to detail, I focus on delivering high-quality software solutions that meet user needs and business objectives collaborating effectively with cross-functional teams.

WORK EXPERIENCE

Software Engineer Intern

[Holcim ADC](#)

📅 July 2023 – current

📍 Remote

- Development of Java-based application, handling payment transactions and related functions as well as implementing unit tests to ensure its reliability.
- Enhancement of Next.js-based web interfaces.
- Refactoring Nodejs applications that work along Amazon Web Services.

Trainee Engineer

[Ensolvers](#)

📅 September 2022 – October 2022

📍 Remote

Development of a web application for Ensolvers' employee management.

- Focused on developing a dedicated component within the application for tracking and managing employee days off.
- Designed and implemented features to allow employees to request and managers to approve or deny leave requests.

PROJECTS

Investment web application

📅 July 2023 – current

Development of front-end application that serves as a trading broker platform as well as a comprehensive management application for administrators to control critical data, all built from the ground up making use of technologies such as ReactJS and microservices.

- User authentication.
- Money management using Web3 technologies.
- Use of AWS for storing data and deployment operations.

Web application for epidemiology control at Copacabana

📅 August 2020 – December 2020

Design and implementation of microservices to query, register, update and delete information, using NodeJS as server technology.



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UNIVERSITY FINAL PROJECTS

Hotel booking application

📅 March 2023 – May 2023

Web application for searching hotel rooms through scraping (take information from other websites). This project was developed using python and Django for the server application as well as typescript and ReactJS for client application.

Artificial intelligence game

📅 November 2022 – January 2023

Multiplayer game where the user plays against an artificial intelligence machine. This project was developed using the minimax algorithm.

Bank application

📅 September 2022 – January 2023

Financial app that empowers users with distinct roles to manage and facilitate peer-to-peer loans. This is a typescript-based application, both backend and frontend were built with NodeJS and ReactJS.

Artificial intelligence self-playing game

📅 September 2022 – October 2022

Consists of a matrix where a smart agent must find the goal while dodging obstacles. This is an AI-driven game which means that the agent makes the moves by itself making use of different search algorithms.