



JUAN PEDRO ARMELLA

SOFTWARE DEVELOPER

PERSONAL PROFILE

I have 1 year of experience in frontend web development (React, Vue, Nextjs). I have knowledge in both frontend and backend areas. Currently, I am seeking a new job opportunity in software development.

 Pehuajó, Argentina

TECHNOLOGIES

- JavaScript/TypeScript
- Html / Css
- React
- Redux
- Nextjs
- Material-Ui
- Vue
- Git
- Docker
- Php
- Bootstrap
- MySQL/PostgreSQL
- MongoDB
- Java / SpringBoot
- Go
- Angular
- Storybook
- Vercel / AWS

SKILLS

- Object-Oriented Programming.
- Design Patterns.
- Web Architectures.
- Databases.
- Agile Methodologies / Scrum.
- Unit Testing / Automation.
- Documentation Techniques.
- UX / UI.
- Web3 / Blockchain.

LANGUAGES

- Native Spanish
- English - C1 Advanced:
Reading - C2 Proficient
Listening - B2 Upper Intermediate
Test EF: efset.org/cert/4funib

CONTACT

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EXPERIENCE

STARTUP EULER TOOLS SOLUTIONS (SPAIN) | 1 YEAR

FRONT-END DEVELOPER

Position as a frontend developer responsible for developing web2 and web3 applications in different technologies (React, NextJs, Vue).

The main tasks were:

- Implementation of user interface components that interact with different blockchain networks (Ethereum Mainnet, Binance Smart Chain, Polygon Network).
- Displaying and modifying cryptocurrency and/or NFT data through REST services and wallets such as Metamask.
- Creation of component packages and modules for reuse in multiple projects.
- Documentation of components (Storybook).
- Assisting with requirements analysis and providing possible solutions for developing new features.
- Helping new team members onboard with respect to codebase and local deployment.
- Deployment and continuous integration of web applications using services such as Vercel or AWS.
- Server-side rendering development and SEO optimization.
- Development of landing pages using services such as Hubspot or Wordpress.

EDUCATION

UNIVERSITY TECHNICIAN IN COMPUTER APPLICATIONS DEVELOPMENT | 2020 - 2023

UNIVERSIDAD NACIONAL DEL CENTRO DE LA PROVINCIA DE BUENOS AIRES | TANDIL, ARGENTINA

Main acquired knowledge:

- Programming: Basic concepts, structured and object-oriented programming, and notions of complexity.
- Data structures.
- Understanding and use of development methodologies.
- Verification (testing) processes and documentation.
- User interfaces: event handling, interface design concepts, computer visualization principles, usability, and accessibility on different devices.
- Participation in information systems development projects.
- Mathematics and propositional logic applied to computing.
- Ability to keep up-to-date with new technologies, methodologies, and tools related to systems development.
- Implementing computer systems or subsystems from a problem description and detailed design, following a given methodology.
- Applying methodological practices to manage the quality of a computer system.