Julian Cantera

Junior Front-End Developer

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I am an independent and motivated individual who saw the advantage of the tourism's halt to switch careers and learn all the Front-End technologies that always wanted to have acquired. Since the onset of the pandemic, I have been learning new skills and building software, and now, I am looking forward to advancing my career in this field and tackling new challenges as a Junior Front-End Dev.

Relevant Experience

Junior Web Developer for Blubale Ltd

Sep 2021 - Dec 2021 - Edinburgh, UK (remote position)

The project consisted of building a landing page from scratch according to a design provided by the client.

Key tech: HTML, CSS / Sass, and JavaScript.

Key tools: VS Code, Git, Github, Figma. Type of contract: freelance.

Result: https://blubale.com

QA Junior Tester for Amelco UK Ltd

Oct 2018 - Apr 2019 - London, UK

I worked as Quality Analyst for Amelco, a company that works following the *agile* methodology, providing software solutions for pricing and trading services to the online betting sector. My specific role involved:

- Manual software testing on multiple devices and browsers.
- Applying technical skills to different scenarios.
- Translations: Spanish to English.

Key tools: Jira, pgAdming (postgresql), browser dev tools (Firefox & Chrome).

Self-projects & practices

Dec 21 & Jan 2022 - Self-project

Fully responsive First Portfolio. Built with HTML, CSS/Sass and JavaScript ES6.

May & June 2021 - Self-project

A desktop web tool that provides a customized Productivity desktop wallpaper. The main purpose was to practice how to modify the DOM with JavaScript. Built it with *HTML*, *CSS/Sass* and *JavaScript ES6*.

Result: https://productivity-desktop-wallpaper-tool.netlify.app/

March & April 2021 - Guided practice

Fully responsive website as the final part of a Front End course (*codewithmosh*). Built with *HTML* and *CSS*.

Result: https://moshified-practice-julian-c-dev.netlify.app/

May to October 2020 - Self-project

An educational android app based on the crimes of Jack the Ripper. The project was a hybrid between my last job as tour guide and my new goal as developer. I made the content but I used a third-party framework (*mobincube*) to develop the app.

Result: App de Jack el Destripador.

You can find more of my projects searching on my <u>Github repositories</u>.

References upon request

Skills

Very confident:

HTML, CSS/Sass

Confident:

JavaScript (ES6), SQL

Basic knowledge:

React

Tools & platforms I have used:

Git, Github, NPM, PhpMyAdmin, Parcel, Netlify, Figma, GIMP, Jira, VS Code.

OS:

Windows & Ubuntu.

Languages:

English & Spanish.

Education

IT field - Self-taught individual

https://codewithmosh.com/ https://developer.mozilla.org/ https://edabit.com/

Other fields

High National Diploma in Tourism.
(Escuela superior H&T - Madrid, Spain)

Interests

History, computer games, traveling, gym and team sports.