Julian Felipe Lancheros Macias

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I'm an Agricultural Engineering student at the National University of Colombia, I have a keen interest in software development, statistical analysis, spatial tools, and GIS. I explore the world of software creation and digital art, applying algorithmic and creative knowledge to develop solutions and interactive experiences that address modern challenges. My experience includes Frontend development using HTML5, CSS3, and JavaScript, along with frameworks like React and Vue for creating responsive Single Page Applications (SPAs). On the Backend, I've worked with technologies such as Node.js, Express, MongoDB, Firebase, and Google Apps Script. Additionally, I'm familiar with the CMS Joomla, and I have proficiency in programming languages like Python, C++, R, and Java.

EDUCACIÓN

National University of Colombia

In process *Average 3.8/5.0*

National University of Colombia

Not completed

Agronomic Engineering

Agricultural Engineering

Average 3.8/5.0

FEATURED PROJECTS

Web Page - Rama IEEE UNAL (Full-Stack development)

July 2022 - Present

https://ieeeunal.github.io/Pagina_Web/

A responsive web page that enables you to display dynamically updated information from an administration panel.

- This project was created using the MERN stack (MongoDB, Express JS, React JS and Node JS) with animations using aos js
- The frontend connects to a REST Backend developed in Node.JS with Express and MongoDB using JSON Web Token.
- It has an administration panel to change the content of the page that can only be accessed through the login of a user with the administrator role.

Web Page - GRUPO TEATRO TIERRA (Full-Stack development)

June 2024 - Present

https://teatrotierra.org/

A Website of a theater with functions for reserving spaces with a database in Firebase

- This project was made using Firebase and React JS
- The frontend connects to a REST Backend developed in Firebase
- This Project was developed by a team of 2 developers

Software – Clone Paint (Class project)

December 2022

https://github.com/edserranoc/Graphics-Editor

Microsoft Paint Software clone develop for the subject call OOP at UNAL

- This Project has created using TypeScript, with some section with HTML.
- It contains functions such as paste, cut, undo and different figures can be added that can change size depending on the user's mouse.
- It has a connection with a local database (within the same University) that allows information persistence of up to 3 files per person

WORK EXPERIENCE

Web Page – Cátedra Jorge Eliécer Gaitán Semestre 2022-1 (Front-end development)

March – July 2022

http://www.catedras-bogota.unal.edu.co/catedra-jorge-eliecer-gaitan/2022-1

Develop the front-end, layout, and implementation of interactivity on the page based on the mockups and wireframes created by me, following the ideas and standards established by the university, the academic direction, and the chair's coordinating team

Management of the database for the more than 400 students enrolled in the course across various affiliated locations.

Web Page – Taller de Proyectos Interdisciplinarios - TPi (Full stack developer)

February 2021 - February 2022

https://www.quanticonvalley.com/

https://ingenieria.unal.edu.co/innovate/index.php/

Responsible for front-end development and implementation of interactivity on the main page of TPi and INNOVATE, based on monitoring the mockups and wireframes created by the design team

Supporting the development of the gamified education web platform (Quanticon Valley) for the interdisciplinary project workshop within the engineering faculty at the National University of Colombia. Technologies, frameworks, and languages used include ReactJS, HTML, CSS, JavaScript, and Git for version control.

Managing the database for the more than 300 students enrolled in the subject

HARD SKILLS

HTML/CSS (6 years), JavaScript (4 years), Java (2 years), SQL (2 years), Python (2 years), ReactJS (2 years), VueJS (1 year), Firebase (1 year), NodeJS (2 years)

LANGUAGES