Lucas Eitel Cereceda

Software Developer

Tools Typescript GraphQI **TailwindCSS** React Next.js Node.js Jest Javascript **HTML CSS** Mongo DB Python SQL Git GitHub **REST API** Strapi

Professional experience

07/2023 - 11/2023 Santiago, Chile

Junior Software Developer, Buydepa 🛭

- Revamped public site, boosting user engagement through improved UI/UX.
- Developed essential modules for internal applications, increasing efficiency.
- Innovated by crafting code snippets, enhancing team development experience and reducing time spent writting code.
- Collaborated with the backend team to optimize workflows, resulting in a reduction in project timelines.
- Recognized as the second greatest contributor to both main repositories, showcasing commitment through a high volume of commits and code lines written.
- Mentored frontend team, ensuring timely delivery of high-quality code without duplication.
- Established a Discord server, improving communication and fostering a positive workspace culture.

06/2022 - 10/2022 Santiago, Chile

Data Analyst, Punto Azul

- Engineered a robust data model and platform utilizing MySQL and PowerBi to quantify and analyze product quality efficiently.
- Proactively integrated new technologies, exceeding expectations by consistently adding value to presentations.
- Expanded role beyond initial responsibilities, taking on tasks such as benchmarking to contribute to a more comprehensive understanding of product performance.

Certificates

Udemy: Aprende Javascript ES9, HTML, CSS3 y NodeJS desde cero $\ 2\$, Udemy: React - Guía definitiva: hooks, router, redux, next + proyectos $\ 2\$, Udemy: Tailwind CSS From Scratch - Learn By building Projects $\ 2\$

Projects

StravApp, App 🛮

Application to conveniently visualize summarized race data on Strava. To use the application, you must have an account on Strava and authorize it with Google.

Education

03/2016 – 12/2021 **Agricultural engineer,** Pontificia Universidad Católica de Chile Santiago, Chile

Languages

• English - C1

· Spanish - Native