



LUCAS GUALAMPA

FULL STACK DEVELOPER



PROFILE

Full Stack Developer, with knowledge of React, Redux, React Native, NodeJs, Spring and more. Computer Technician with programming orientation. Passionate about technology, investments and gaming.



CONTACT

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<https://github.com/lucasgualampa>

Villa Crespo, CABA, Argentina.



TECHNICAL SKILLS

- JavaScript
- NodeJs
- Java + Spring
- PostgreSQL, MYSQL
- React + Redux
- Express, Sequelize
- React Native
- Git + Scrum + Trello
- HTML + CSS
- Postman + Swagger



SOFT SKILLS

Friendly | Creative | Teamwork | Good communication | Adaptive | Self-taught | Passion for learning and teaching.



LANGUAGES

- SPANISH: Native Language
- ENGLISH: C1 - Advanced



ACADEMIC EXPERIENCE

FULL STACK DEVELOPER

February - 2021

Moba(Fintech Mobile App) – Final Project

It allows you to recharge credit, has its own virtual card and stands out for its interoperability with another virtual wallet. In addition, it allows the sending of credit to unregistered users, share the transfer receipt by WhatsApp, statistics of the movements made and a pleasant UI for a better user experience. Repository link: <https://github.com/iceschin/moba>

Interview link: <https://bit.ly/2RSRW95>

FULL STACK DEVELOPER

December - 2020

Mini E-commerce

It consists of a Front-End and a Back-End that interact with an external API, in this case Mercado Libre (MELI). Repository link: <https://bit.ly/3bpMb9v>

FRONTEND DEVELOPER

December - 2020

EduTiva

It's an MVP that we submitted for the Hackathon at Henry. The Project seeks to raise awareness about emergency situations while at the same time aspiring to be a comprehensive and digital educational system. Repository link: <https://bit.ly/2SSYK7b>

TEACHING ASSISTANT

August 2020 - November 2020

HENRY BOOTCAMP

Coordination and assistance to students. Planning and development of activities, evacuation of doubts. Program: JavaScript, React, NodeJs, PostgreSQL, Sequelize, among others.



ACADEMIC TRAINING

FULL STACK DEVELOPER

2020 - 2021

HENRY BOOTCAMP – www.soyhenry.com

Training in Front-End and Back-End technologies. Where we work as a team, in real projects, with agile methodologies (scrum) and tools while we develop technical skills and soft skills.

COMPUTER TECHNICIAN

2006 - 2012

E.T N°1 OTTO KRAUSE

Technical school, specialty in computing with orientation in programming.



COURSES AND TRAININGS

- English – Liceo Cultural Británico (Institute)
- Game Development (Unity3D) - UTN
- Seminar on pedagogy in video games - FCE
- Data Science – EANT - <https://eant.tech/>
- Programmer (Java) – Ministry of Education and Innovation of Argentina – National Certificate