

# Luis Felipe Rendon

## Web Developer

Mechatronics Engineer looking to break into the Software Engineering field. Avid self learner with a solid understanding of front end fundamentals.



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## EDUCATION

### Mechatronics Engineer

Instituto Tecnológico de Hermosillo

07/2013 - 12/2017

## WORK EXPERIENCE

### Sustaining Engineer

Federal Electronics

12/2019 - 08/2020

Hermosillo

#### Achievements/Tasks

- Provided engineering support for the manufacture of wiring harnesses.
- Implemented problem solving techniques and worked with multi disciplinary teams to achieve company objectives.
- Implemented engineering changes and documentation creation/updating.

### Internet Assessor

Lionbridge

03/2015 - Present

Hermosillo

Crowdsourcing company that provides services to search engine companies for the improvement of their algorithms.

#### Tasks

- Categorized search engine results according to predetermined guidelines provided by the client.

## SKILLS

Javascript (ES6 Concepts, promises, fetch)

React (JSX, Lifecycle Methods, Hooks)

CSS ( Flexbox, Grid, Responsive design, SASS)

HTML5

Linux

Git/Github

Webpack

Jest

## PERSONAL PROJECTS

### Battleship (Live @ lufere.dev/battleship)

- The classic battleship game built with Javascript. Makes use of react for DOM manipulation and was written following the test driven development philosophy with Jest.

### Library (Live @ lufere.dev/library)

- React application for adding and categorizing books the user has read or wants to read. Uses the Google books API to fetch information about the books the user inputs.

## CERTIFICATES

EF Standardized English Test: C2/Proficient [🔗](#)

## LANGUAGES

English

Full Professional Proficiency

Spanish

Full Professional Proficiency