

Luis Eduardo Marsiglia's Resume

marsiglia.business@gmail.com · marsidev.xyz · [/in/marsidev/](https://in/marsidev/) · github.com/marsidev · twitter.com/@marsigliacr

About me

I'm a **Full Stack Developer** and a **Data Analyst** with **4 years** of experience. I got graduated with a **Bachelor of Science** (2013), and also studied **Electronic Engineering** (2014-2020).

My first coding experience was in 2013 with VBA, then at the university (2014-2020), I learned C++, *assembly*, and MATLAB. Even I used to **teach** C++ basics to other students. I had my first experience with web development in 2019.

I have been **working since 2018** as a Data Analyst in the gaming industry in different esports teams, where I've used to manage **databases** to track thousands of players which generate around 30K daily records, also in this role I've developed **frontend resources** such as dashboard and tools to improve my workspace.

Now I'm looking for a new position as a Full Stack Developer or Frontend Developer, where I would like to **contribute** with my knowledge in order to reach **company goals** and also **grow** as a developer.

MOST RECENT WORK EXPERIENCE

Data Analyst at Tribe Gaming

May 2020 - Oct 2022 [Remote] [Clash Royale - Gaming - Esports]

RESPONSIBILITIES

- I **developed** and **maintained** a database to track 4K+ players which generate around 30K daily games. Using Google Sheets, Apps Script, MongoDB, etc.
- I **developed** and **maintained** a web application by using React, Next.js, MongoDB, Zustand, Chakra-UI, etc.
- I **provided** reports of the team and teams faced in different competitions.

KEY ACCOMPLISHMENTS

- I **improved** my English by talking with my teammates (from the United States and Brazil).
- I have **improved** my team's efficiency by using the web application I developed.
- I have **improved** my team's efficiency by providing data-based reports since they had nobody in my role before.
- We **participated** in Clash Royale League World Finals 2020.
- We **participated** in Clash Royale League World Finals 2021.
- We **participated** in Clash Royale League World Finals 2022.
- My Twitter account got **verified**.

Data Analyst at Tenerife Titans

Jan 2020 - Jun 2020 [Remote] [Clash Royale - Gaming - Esports]

RESPONSIBILITIES

- I **developed** and **maintained** a database to track 3K+ players. Using Excel, VBA, Google Sheets, Apps Script, etc.
- I **developed** a web application by using jQuery, HTML, CSS, and Semantic UI.
- I **provided** reports of the team and teams faced in different competitions.

KEY ACCOMPLISHMENTS

- I have **improved** my team's efficiency by providing data-based reports since they had nobody in my role before.
- We **won** Orange Crown League in 2020.

Data Analyst at DragonX

May 2019 - Jan 2020 [Remote] [Clash Royale - Gaming - Esports]

RESPONSIBILITIES

- I **developed** and maintained a database to track 1.5K+ players. Using Excel, VBA, Google Sheets, Apps Script, etc.
- I **developed** a data tracking app for Excel. Using VBA, Clash Royale API, and web scraping.
- I **developed** a web application by using Apps Script, Google Sheets, HTML, and CSS.
- I **provided** reports of the team and teams faced in different competitions.

KEY ACCOMPLISHMENTS

- I **improved** my English by talking with my Korean teammates.
- I have **improved** my team's efficiency by providing data-based reports since they had nobody in my role before.
- We **participated** in Clash Royale League Asia 2019.

DEVELOPER EXPERIENCE

You can see an overview of some of these experiences in my portfolio.

- Sep 2022. I **developed** a node package to create multiple files from the command line.
- Aug 2022. I **developed** a React Hooks node package, including the most common hooks that I've been using.
- Aug 2022. I **developed** my personal developer portfolio.
- Jul 2022. I **developed** a live chat app, as an entry for a 20-day challenge.
- Jul 2022. I **published** my personal ESLint config as an node package.
- Jun 2022. I **developed** a weather app, as an entry for a 14-day challenge. *This was my first experience with TypeScript.*
- Apr 2022. I **developed** an Axie Infinity cards explorer, as an entry for a 20-day challenge.
- Mar 2022. I **developed** a Wordle clone. *I have not worked on this project in a while, but I have planned to finish it anytime soon.*
- Feb 2022. I **developed** an API to generate a fresh API key for any Supercell game.
- Feb 2022. I **migrated** a **Clash Royale** tools app from jQuery to React, Nextjs, ChakraUI, Zustand, etc. It has been used in my work as Data Analyst. *Actively maintained.*
- Jan 2022. I **published** a commercial Axie Infinity API. Source code here.
- Jan 2022. I **developed** a notes app by using full stack technologies.
- Dec 2021. I **watched** a **full stack** web development online course with more than 50 videos (~40 hours). I learned MERN stack, testing, GraphQL, JWT, Redux, and TypeScript.
- May 2021. I **migrated** a **Clash Royale** tools web app from Apps Script to jQuery, Back4App, and Semantic UI. *It was used in my work as Data Analyst.*
- Jan 2021. I **developed** a web CV with Apps Script, HTML, and CSS.
- May 2020. I **developed** a Clash Royale tools app with Apps Script, HTML, and CSS. *It was used in my work as Data Analyst.*
- Dec 2019. I **developed** a Clash Royale ELO-based ranking. Made with Apps Script, HTML, and CSS. Here is a reference.
- Aug 2019. I **developed** a commercial Clash Royale tracking tool app for Excel. Made with VBA, Clash Royale API, and web scraping. Here is a reference.
- Feb 2018. I **developed** a commercial lottery system. Made with VBA. Here is a reference.

SOFT SKILLS

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|------------------|------------------|-------------------|----------------------------------|
| • Good listening | • Patience | • Competitiveness | • Willingness to accept feedback |
| • Adaptability | • Respectfulness | • Dedication | |

- Analytical thinking
- Problem-solving
- Courtesy
- Accepting feedback
- Empathy
- Attentiveness
- Persistence
- Following rules
- Tolerant
- Organization

HARD SKILLS

- HTML/CSS
- JavaScript
- TypeScript
- Node.js
- React
- Next.js
- Express
- Fastify
- Vite
- jQuery
- MongoDB
- Mongoose
- Prisma
- Supabase
- Firebase
- SEO
- Git/GitHub
- RESTful APIs
- Global state management
- Unit testing
- E2E testing

EDUCATION

Electronic Engineer at Universidad Nacional Experimental Politécnica Antonio José de Sucre

2013 - Present (Paused since 2020) [Guayana, Venezuela]

Note: I passed 100% of the courses (+50), but I did not make the Degree Work and Professional Practice yet, so I don't have a degree title.

Bachelor of Science at U.E.N Lino Maradey Donato

2009 - 2013 [Bolívar, Venezuela]

LANGUAGES

- Spanish: Native.
- English: Speakable.