MIGUEL GALINDO

miguelgalindo1214@gmail.com | (347) 937-4065 | www.linkedin.com/in/miguelgg

Software Engineer with a working style driven by a lifetime of soccer. I'm well-versed in leadership, teamwork, perseverance, and spinning failure into success. You can expect me to take the creativity and passion I've had on the field and show up each day with the same passion for programming and building great products.

Skills

- C++ , Ruby on Rails, React, Ruby, HTML, CSS, JavaScript, Git Control, PostgreSql, Mongoose, Express, Adobe Creative Cloud, MongoDB, Visual Studio, Heroku, Netlify, Microsoft Office
- **Languages:** Spanish (native), Italian (intermediate)
- **Personal Interests:** Mobile App development, Video Game development, artificial intelligence (machine learning)

ONLINE TECHNOLOGY INTEGRATORS, New York, NY   May 2018 – August 2021
Network Administrator/Computer Support Specialist

- Managed the daily security, software,and databases of over 300 clients which includes BDR (Backup Data Recovery) Cloud Backup, and Complete DLP (Data Loss Prevention) solutions for server sizes ranging from 2TB – 8TB of memory
- Identified a potential workflow improvement and took initiative to create a client catalog that was adapted by the team which resulted in a 20% productivity increase and a $4k monthly savings increase determined by our company ticket system
- Contributed to the creation of servers for new clients, average server builds typically lasting 2 weeks before the server is up and running
- Handled an average of 20+ technical/mission-critical calls daily ranging from 5 to 60 minutes each before submitting it into our ticket system awaiting completion
- Provided high quality troubleshooting across multiple operating systems and software applications resolving customer questions and issues, including root-cause analysis and providing consistent follow up communication to assure problems were resolved

PROJECTS/EXPERIENCE   November 2021
The Revenge of Pasqual/Videogame Application:

- Created a 2D-side scrolling game using Unity3D, Visual Studios and C# as the primary language
- Created my own Art and animations inside Unity3D along with 20 scripts that include player movement, enemy movement, player interaction with the game environment and all other physical aspects of the game.
- The game has a menu and cut scenes through the level and dialogues between characters

MERN E-commerce/React Application:

- Worked in a group of three teammates to create an e-commerce application using React JS that mimics the selling of eco-friendly items, using components to efficiently re-render our page when data changes
- Incorporated user authentication through JWT and created our own database that connects to MongoDB
- Created API endpoint routes so that the server performs CRUD operations while connecting Backend with Frontend using mongoose, express and axios libraries

Smart Brain Face Recognition/React Application:

- Built react components and used Clarifai API to detect Faces on any given image
- Incorporated a log in and sign-up page using PostgreSQL as the database handled by Node.js and built on express framework
- Deployed and Hosted web application on Heroku

The Back IV/Ruby on Rails Application:

- Created a blog application using React that connects to a PostgreSQL database built on Ruby on Rails
- Implemented user authentication and full CRUD functionality while deploying application to Netlify

Find IT bookstore:

- Created a responsive application using JavaScript that connects to an API to render Computer Science books searched by the user
- Deployed site using Github pages and used github to keep track of development for future post MVP features
- Incorporated advanced CSS topics such as flexbox to display elements in a organized manner

EDUCATION

College of Staten Island, Staten Island, NY   **B.S., Computer Science** 2020
General Assembly   **Software Engineering Immersive** 2021