Miguel **Valdez**

SOFTWARE ENGINEER · SECURITY EXPERT

Phoenix, Arizona

✉ mvg35w@gmail.com | ⌂ mvg35.github.io | in linkedin.com/in/miguelvaldez35

"Be the change that you want to see in the world."

Summary

A passionate Software Developer with 3+ years of experience designing, testing, and managing complex systems.

Work Experience

Applied Materials   *Phoenix, Arizona*

SOFTWARE ENGINEER II   *Jan. 2019 - Present*

- Work in the Semiconductor industry on ETL and data analysis tools. Technologies used are Typescript / Angular, Python, and virtualization.
- Focused on a high visibility web based application which is primarily used by customers to view multiple FAB manufacturing machines' Data and analytics.
- Migrated our data analysis legacy tool to Angular 10 employing latest industry standards which highly improved the quality of the code base.
- Ingest data from data pipelines and provide the best visualizations and date tools to business users. Peer review other developers' code via pair programming and code review
- Got a strong understanding of programming principles (OOP, REST, MVC, etc.), as well as problem solving skills. Strong proven front-end experience with Typescript, HTML4/5, SCSS, Highcharts, and Tornado.
- Provided communication skills in multiple team environment.

Phidev   *El Paso, Texas - Remote*

SOFTWARE DEVELOPER   *Jun. 2016 - Feb. 2019*

- Worked with multiple creative agencies: Phidev, Aidan James, Thrive, PRDGL Creative, and personal freelancing projects.
- Full Stack developer for various projects that includes web apps built with LAMP, MERN and MEAN stacks. Mobile applications written in React-Native, and various website built with Wordpress, Shopify, Magento or plain HTML CSS JS.
- Implemented RESTful API server and front end for multiple projects like: Insurance Selling, Logistics Company, Food Catering, Accounting portal, and Music Label Portal.
- Deploy and maintain DevOps lifecycles

Active Perception Lab, Boston University   *Boston, Massachusetts*

UNDERGRADUATE RESEARCH ASSISTANT   *Jan. 2018 - Jul. 2019*

- Helped in research which integrated approaches from experimental and theoretical/computational neuroscience. Trying to explain mechanisms underlying visual perception in humans and replicating similar processing strategies in artificial systems. Worked on the creation of experiments with C language. Developed virtual worlds in OpenGL for data collection from subjects.

Education

Boston University   *Boston, Massachusetts*

B.S. IN COMPUTER SCIENCE   *2014 - 2018*

Extracurricular

Monocular microsaccades: Do they really occur?   *Boston, Massachusetts*

JOURNAL OF VISION; VOL 18(3). 2018 MAR 01   *2018*

Global App Initiative Student Group   *Boston University*

MEMBER   *2016 - 2018*

- Students help students learn how to analyze a client's needs, generate innovative ideas with a team, create a wireframe design, establish two-way communication with nonprofits, program a mobile app using object-oriented techniques, and become leaders.