

# Mauro Villegas

Full-stack • Developer

## Details

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## 👤 Profile

As a software engineer, I specialize in building well-structured and scalable applications. My experience has underscored the criticality of teamwork, clear communication, and efficient task delegation based on team members' strengths. I excel in time management and ensuring successful project delivery while prioritizing customer satisfaction. These experiences have not only enhanced my development skills but also contributed to my personal growth.

## 📁 Projects and Experience

### Developer and Scrum Master at OneSolutions.

January 2023— April 2023

Inventory web application for a company with multiple warehouses. Implemented features to manage inventory across all locations and provided varying levels of authorization based on employee roles.

#### Responsibilities:

- Define the project core structure (Frontend and Backend).
- Define the Tech stack that allows us to scale quickly but without affecting our premise of launching weekly releases.
- Develop the database and its connection.
- Constant communication with the early adopters in order to receive their feedback and define future features.
- Control of team productivity through Asana, using Agile methods.

#### Tech stack:

CSS3 · HTML5 · JavaScript 2019 · Scrum *Tools*:

Design: Figma Code: Visual Studio Code, MongoDB, Git. Monitoring platform: Asana.

### Developer at Boolean Bandits

September 2023 — December 2023

Web application for a pet hotel, providing diverse booking services and functionalities. Tailored interface experiences for users based on their roles (administrator, employee, or end-user). Implemented a real-time dashboard that retrieves data from an external board, seamlessly integrating vital animal information into the application's interface.

#### Responsibilities:

- Design and implementation of the front end.

## Links

[LinkedIn](#)

[GitHub](#)

## Languages

Spanish

English

## Hobbies

In my free time, I do powerlift training, hiking and reading.

- Design and build the code on the board that grabs the real-time vitals of the animals.
- Build the dashboard for the real-time data of vitals on the animals.
- Design the database and construct it.

Tech stack:

CSS3 · HTML5 · JavaScript 2019 · C# 8.0 · TypeScript · Python 3.10 · SQL ·  
.Net Framework 6.0 · Bootstrap · APIs

Tools:

- Design: Figma.
- Code: Visual Studio, SQL Server 2022, Azure Cloud Services, Thonny, Azure DevOps, Postman, GitHub.

### Developer at CenfoDungeons

January 2024— April 2024

A Pokémon-inspired video game where players can explore the world, battle enemies using special weapons, and collect experience points to level up.

*Responsibilities:*

- Design thematic of the game and its map.
- Build UI and map using Unity motor.
- Code the game usability and implemented pattern designs for functionality.

Tech stack: C# 8.0

· Unity

Tools:

- Design: Figma.
- Code: Visual Studio, Unity HUB, Unity Versions Control.

### Business Specialist at Verizon BGCO, Foundever

May 2024 — Present

Experienced in providing top-tier support to business clients, addressing a wide range of issues including billing, orders, insurance, warranties, and activations. Adept at problem-solving and ensuring customer satisfaction through effective communication and timely resolution of inquiries

*Responsibilities:*

- Provide technical support and troubleshooting for various products and services.
- Ensure high levels of customer satisfaction through effective communication and problem-solving.
- Maintain comprehensive and accurate client records.



### Education

**Bachelor's degree in  
Software Engineering,  
Universidad Cenfotec.**

2022 —2025 (expected)

**Scrum Fundamentals  
Certified, Scrum Study.**

2023

**Introduction to  
Cybersecurity, Cisco.**

2024