

Nicolás Cabrera Lettiere

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About Me

Student of Systems Analysis with a focus on everything related to infrastructure, data, and quality processes. Based on my experience, I consider myself a person who adapts to various work environments, both in teams and individually. I focus on continuous learning, attention to detail, and commitment, as well as on my eagerness to solve problems quickly and efficiently.

Education

<u>BIOS Institute</u>	Systems Analyst Currently studying	April 2024
<u>Higher School of Informatics</u>	Tertiary Education focused on IT Degree in computer science	2018-2023
<u>Dickens Institute</u>	Formal English Education	2009-2019

Technical Skills

- **Programming:** C/C++, C#, Javascript, TypeScript, PHP, Ruby, Java, Bash, Perl, CSS, HTML
- **DevOps:** AWS, Docker, GitHub Actions, Gradle, Jenkins, Maven
- **Testing:** Selenium, AssertJ, Cucumber, Cypress, Jest, Junit, Karma, Mockito
- **Frameworks:** React, Vue, Node.js MongoDB, MySQL, Spring Boot, Flutter, WebGL, Electron
- **Engineering:** Atomic Design, Cloud First/Native, Desktop Applications, FaaS, SPAS, Web Applications, Web Components

Passions y Hobbies

- **AI & Machine Learning:** I am interested to learn how AI can be integrated into applications to solve complex problems and enhance efficiency, fueling my desire to develop skills that will allow me to contribute to the future of AI.
- **Videogames design and graphics:** As a hobbyist game programmer, I enjoy the creative and technical challenges of designing and developing video games. I spend my free time experimenting with game engines and graphics tools on both personal projects and collaborations. This allows me to refine my programming skills, and develop a keen eye for the artistic and technical aspects of game design.

Languages

- **English:** B1 (Intermediate)
- **Spanish:** Native

Certifications

- MercadoPago Checkout Pro [see](#)
- Back End Development and APIs [see](#)
- JavaScript Algorithms and Data Structures [see](#)