

OCTAVIO QUINTERO



FULL STACK DEVELOPER

Currently, I am developing as a Full Stack developer, where I implement my ability to create complete applications, from conceptualization to execution. Finding solutions to potential problems in both frontend and backend has allowed me to understand the life cycle of an app, making me a versatile developer.

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Nationality

Argentina, Córdoba, Rio Cuarto – Residiendo en Italia, Cremona

Recent Experiences

Crewland (FullStack Developer)

❖ Development

We developed an application that facilitates the connection between people interested in attending music festivals, helping to find travel companions with similar musical tastes. In addition, it offers a comprehensive solution to coordinate logistical aspects such as transportation and accommodation, centralizing all the necessary services in a single platform and simplifying the experience of attending different events.

❖ Technologies applied

In this project I played the role of team leader of the backend team, being in charge of correcting code and supervising key functionalities. I used NestJS, TypeORM, Cloudinary, Textbelt, SendGrid and WebSockets to develop this API and a real-time chat system. I also collaborated on the frontend with Next.js, integrating components and improving the user experience.

Event Map (Backend Developer)

❖ Development

EventMap is an application that shows areas of high concentration on an interactive map, allows you to manage events and receive notifications of high demand. It also offers optimal routes with Google Maps for fuel savings and better route planning.

❖ Technologies applied

In the backend team, I strengthened security with authentication and data protection practices, integrated Cloudinary to manage images, and optimized accuracy in location calculations with the Haversine formula. In addition, I debugged and fixed bugs to ensure a smooth experience. I used NestJS and PostgreSQL with Prisma, Neon Tech, bcrypt, JWT, and tools like Jest and Postman.

Talent Place (Backend Developer)

❖ Development

The main objective was to create a platform for companies, startups and junior IT developers. It is focused on offering a solution facilitating interaction for both juniors and companies, providing easy access to new talent.

❖ Technologies applied

In the backend team, we developed a RESTful API with Node.js, Express and TypeScript, using microservices for scalability. I implemented TypeORM and PostgreSQL for database management and queries, and Docker for container deployment.

Pixel Gaming (Fullstack Developer)

❖ **Development**

Pixel Gaming is a project for gamers with an intuitive interface that allows you to manage game collections, create custom profiles, share reviews and ratings, and choose from different memberships with access to various categories.

❖ **Technologies applied**

The application was built using JavaScript, React, Node.js and Express. Also, it uses a relational database with PostgreSQL and Sequelize for managing user data and catalog items. NPM, SCSS and Material UI were used for the design. The interface is fully responsive, allowing users to search for games, create accounts and manage items from any device. The application also integrates technologies such as Docker, Docker-Compose, Redux, ReduxToolkit, to maintain the state of the global state, JWT for authentication.

Studies

❖ **SoyHenry BootCamp 800 hs (Completed December 2022)**

FullStack REST APIs – Object Oriented Programming (OOP) – Teamwork - Typescript – JavaScript - PostgreSQL - SQL - Node.js - React.js - Sequelize - Express - Redux - SCSS - HTML5 - CSS – Git

❖ **Alkemy FullStack (JS) (Completed March 2023)**

JavaScript - HTML5 - CSS – React - ReactHooks – NodeJS – OOP – TypeScript

❖ **CoderHouse (Completed December 2021)**

Desarrollo y estructura Web - SCSS - HTML5 - CSS - GitHub – Bootstrap

❖ **Elements Development FullStack Foundation CarlosSlim Diplomatura (Completed abril 2024)**

Git – HTML5 - SCSS - React.js - Bootstrap y Materialize - Node.js - Express.js - NPM – PostgreSQL – Figma – Postman – PostgreSQL – SQL – Express – Redux – ReduxToolkit – JavaScript

❖ **Development Frontend Carlos Slim (Completed february 2024)**

Responsive Design - NPM - ECMAScript 6- API Rest - Visual Studio Code- jQuery – Materialize – Git – GitHub

❖ **Version Control (Completed march 2024)**

Git – GitHub - GitActions

❖ **TechWordl (Completed November 2023)**

Application management with Docker in different environments.

❖ **Ingles Técnico Lingo Insider (Currently under development)**

