

# **PROFILE**

Masters in engineering, Business
Administrator and Technologist in
Industrial Engineering, with more than 20
years of experience in the
pharmaceutical supply chain. Proactive
and organized, I stand out for my
communication skills with analytical and
systemic thinking. Achievement-oriented
leadership in search of challenging goals,
interested in new professional scenarios
with a passion for quality and excellence.

## CONTACT

PHONE:

+57 316 322 71 27

WEBSITE:

https://ombeltranduk.onrender.com

LINKEDIN

https://www.linkedin.com/in/oscarmarino beltrandukmak

EMAIL:

ombeltranduk@gmail.com

# **SKILLS**

- Front end: HTML, CSS, JavaScript, React, Tailwind.
- Back end: Node.
- Others: Git, Visual basics for applications and Excel.
- Language: Intermediate level Ingles.
- **Skills soft**: Responsibility, teamwork, analytical skills, critical thinking, and emotional intelligence.

# **OSCAR BELTRAN**

**FULL STACK DEVELOPER** 

### **EDUCATION**

Pontifical Javeriana University Cali-Colombia 2018-220

**Master of Engineering** 

Pontifical Javeriana University Cali-Colombia 2008-2013

**Business Administration** 

Colombian Center for Professional Studies Cali-Colombia

**Industrial Engineering Technologist** 

## **WORK EXPERIENCE**

**Tecnoquimicas S.A. Plan Administrative Coordinator.** 2020–2022

**Tecnoquimicas S.A. Planning and Purchasing Leader.** 2017–2020

Tecnoqumicas S.A. Buyer.

2016-2017

Tecnoqumicas S.A. Planning and Purchasing Analyst.

2014-2016

# **WORK WEB DEVELOPER EXPERIENCE**

### Restaurant Fast Food (React js + Vite and Tailwind).

The website of a fast-food store, which shows its products, has a shopping cart and allows you to place an order via WhatsApp API.

#### ProdMonitor (React is, Node is and PostgreSQL).

Application with a CRUD system that permits to get a report of an inspection process. It was deployed on hosting web.

## Jamming\_project\_omb (React is)

Project Jamming with React, this get a music API that give you a music list of your favorite singer.