

Pablo Pena Heredia

Fullstack Developer

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<https://github.com/pablopopenaheredia/> | <https://pablopopenaheredia.github.io/my-portfolio/>

PROFILE

Junior Full-Stack Developer specializing in React, NestJS, and TypeScript, with experience building web applications focused on testable architecture. I excel due to my capacity for self-directed learning and the implementation of best practices. I am motivated to apply QA principles, share knowledge with work teams, and maintain effective communication throughout the development process.

SKILLS

- Languages: TypeScript, JavaScript, Python, SQL, HTML, CSS.
- Frameworks & Technologies: React, NestJS, Node.js, TailwindCSS, TypeORM, Playwright, Cypress, Selenium IDE
- Databases: MySQL, PostgreSQL (Supabase)
- Version Control: Git, GitHub
- Languages: Spanish (Native), English (B2)

PROJECTS

FULLSTACK DEVELOPMENT - TRIMLY APP | <https://trimly-frontend-eta.vercel.app/> (THESIS) 2025

- Developed a full-stack management system as part of a team for beauty salons, utilizing NestJS/TypeScript (backend) and React/TypeScript (frontend), and implementing 20+ reusable components with a modular architecture across six main modules.
- Designed and implemented a PostgreSQL database in Supabase with eight related entities, structuring modules for clients, services, appointments, products, users, and reports. Included JWT role-based authentication and integrations via TypeORM.
- Implemented a RESTful API with 35+ CRUD endpoints, incorporating validation using class-validator and DTOs, centralized error handling with custom filters, and the application of SOLID principles.
- Configured continuous deployment (CI/CD) for both the frontend and backend on Vercel, automating the pipeline from GitHub with environment-specific variables and verifying SSL connectivity with Supabase PostgreSQL.
- Prepared the complete technical documentation for the project, including ER diagrams, functional specifications, user stories with acceptance criteria, and managed sprints following an Agile methodology.

FREELANCE Project - QA Automation

2025

- Programmed and executed 40+ E2E automation scripts using Playwright + TypeScript in a Node.js environment applied to the OrangeHRMDemo platform.
- Applied Page Object Model and custom fixtures to ensure scalable and maintainable automation architecture.
- Validated 3 critical end-to-end flows (authentication, user management) and designed tests that detected multiple functional defects.
- Wrote the full test plan, user stories, use cases, and defect reports, using QA principles and automation best practice.
- Designed the test structure to allow scaling without breaking test independence, making it easier to add new features and run selected test suites.

SPACE INVADERS (Game) with Gesture Control (Academic Project)

2025

- Developed a full game in a team, featuring real-time hand gesture control detected using MediaPipe and OpenCV.
- Implemented a modular architecture that separated concerns: input capture, entity engine, rendering with sprites, and JSON data persistence.
- Managed the state system (menu, game, leaderboard), collision handling, and projectile physics using NumPy.
- Designed full-screen menus and HUD, and integrated keyboard controls as a fallback alternative when a camera was unavailable.

EXPERIENCE

UPEX - QA Manual Trainee

Argentina | Sept 2023 - Mar 2024

- Developed and designed test plans to ensure complete coverage of software requirements and use scenarios.
- Elaborated and executed manual tests according to established test cases, recording results and observations for follow-up.
- Participated in bug triage sessions, assisting in defect tracking and prioritization using traceability in Jira X-Ray.
- Re-executed modified test cases to verify the correction of solutions and maintain software integrity.

EDUCATION

INSTITUTO SUPERIOR ARTURO UMBERTO ILLIA

Villa Carlos Paz - Córdoba

Associate Degree in Software Development

Mar 2023 - Dec 2025

XAcademy - QA Automation

2025

Training in automated testing using Cypress and Javascript, performing tests in a web app test environment

XAcademy - QA Manual

2025

Training in manual testing. Led a group of 20 people performing tests on main functionalities in a Startups app test environment.