

PAU GALAN

Front-end Developer

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📍 Barcelona, Catalonia

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🔗 <https://github.com/paugal>

SKILLS

Front-End Development

- Reactjs
- JavaScript
- CSS
- HTML
- TypeScript
- Responsive Web Design
- Vue
- Figma

Back-End Development

- REST APIs
- Object-Oriented Programming (OOP)
- Testing
- Python

Development Methodologies and Tools

- Agile Methodologies
- Git
- Jenkins
- Jira

Soft Skills

- Collaboration
- Communication
- Analytical skills
- Time management
- Adaptation
- Teamwork

CAREER OBJECTIVE

I am a Front End Developer with a strong emphasis on React. With more than two years of experience in the industry, time in which has helped me to consolidate the knowledge acquired in the career of Computer Engineering. Capgemini gave me the opportunity to gain experience working on Agile projects. I also consider myself a person passionate about UI/UX, a skill that I have improved in personal projects and in my spare time.

I pride myself on my adaptability and flexibility when it comes to working with new technologies and frameworks. I would be happy to contribute my effort and skills to a new React project.

I consider myself an open-minded person, with strongly developed empathy, communication and teamwork skills. English is not a barrier for me.

WORK EXPERIENCE

Front-end Developer

Capgemini

📅 Jun 2022 - Jul 2024

📍 Barcelona, Cataluña, España

- Refined and developed components using React and Storybook.
- Tested software for bugs and operating speed, fixing bugs and documenting processes to increase efficiency.
- Collaborated with a developer to create from scratch a web site to consult and edit bank data, using reactjs.
- Accustomed to deadlines, sprints, contacting clients, etc.
- Engineered and implemented microservices.

EDUCATION

Degree in Engineering, Computer engineering

Universitat Pompeu Fabra

📅 Sep 2018 - Jun 2023

CERTIFICATIONS

- VANTAGE LEVEL CERTIFICATE (B2.2 CERF) IN ENGLISH
- *Front-end Developer by Meta*

PROJECTS

Solo prototyping for MORE (Mobility Report)

Creator

- Engaged with a client independently for the first time, managing communications and project expectations.

(VUE) Design and development of a mini-game to raise awareness about online bullying among teenagers.

Creator

 January 2022 - July 2022

- Engineered and launched a website simulating a messaging application to narrate a story and raise awareness about cyberbullying.

Creation of small projects in my spare time to improve my skills.

Creator