

# Paulina Gonzalez Cantu

## FULL STACK WEB DEVELOPER

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I am a passionate Full-Stack Web Developer based in Monterrey, Mexico, with a strong background in industrial and systems engineering, project management, and design. With my expertise in these areas, I bring a unique perspective to web development projects. I have a proven track record of being a fast learner and a strong generalist.

## TECHNICAL SKILLS

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**Languages:** JavaScript, Ruby

**Web/Front:** React.js, Redux, Ruby on Rails, Figma

**Backend:** Ruby on Rails, Python

**Databases:** PostgreSQL

**DevOps:** Digital Ocean, AWS

**Other:** Agile Methodology, Scum, HTML, CSS, SASS, Bootstrap, Jest, Git, Github, Pair-Programming

## EXPERIENCE

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### HIGHLIGHTED PROJECTS

Full Stack Web Developer

January 2022 – Present

**Budget Finance App** — A web application where users can manage their own budget: includes a list of transactions associated with a category, a tool that displays what amount was spent and on what.

- Ruby on Rails, Bootstrap. [Live version](#), [GitHub repository](#)

**COVID-19 Tracker App** — A web application that provides real-time data about COVID-19 cases worldwide using the disease.sh COVID-19 API. Created with responsive web design.

- React, Redux. [Live version](#), [GitHub repository](#)

**Weather App** — A web application designed to show a city's current weather and forecast. Users can use the search bar to look for a city's climate using the OpenWeatherMap API.

- React, Bootstrap. [Live version](#), [Github repository](#)

### PROFESSIONAL EXPERIENCE

#### IT Project Manager

CEMEX

Monterrey, Mexico

July 2020 – August, 2022

- Successfully managed international and local projects, improving IT services and driving efficiency within the organization.
- Developed and maintained dashboards and reports to present complex information and results in a clear and concise manner to stakeholders.
- Demonstrated strong problem-solving skills, identifying and resolving issues while minimizing project risks.

#### Lead Project Engineer

TERNIUM

Monterrey, Mexico

November 2019 – July 2020

- Designed and developed a logistics process simulator using ProModel Software, enabling informed decision-making on high-cost changes in the steel rolls production warehouse.
- Conducted thorough testing and validation of the logistics process simulator, ensuring the accuracy and reliability of results.
- Demonstrated effective communication skills by presenting findings, analysis, and recommendations to management and stakeholders.

## Lean Manufacturing Engineer Intern

GENERAL ELECTRIC HC

Monterrey, Mexico

May 2018 – July 2018

- Directed a project to optimize warehouse logistics and inventory processes in a manufacturing plant, utilizing Lean Manufacturing principles and methodologies.
- Conducted data analysis and process mapping to identify inefficiencies and areas for improvement.
- Gave first implementation solutions that successfully reduced logistics costs by 30%, achieving significant cost savings for the organization.

## EDUCATION

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### Diploma in Full Stack Web Development

September 2022 – Present

Microverse | San Francisco, California

- HTML, CSS, JavaScript, React, Redux, Ruby, Ruby on Rails, PostgreSQL, GitFlow, Data Structures & Algorithms, Agile Methodology.

### Bachelor's Degree in Industrial and Systems Engineering

August 2015 – May 2020

Universidad de Monterrey

- Manufacturing Automation & Simulation
  - Project Planning and Administration
  - Probability and Statistics
  - Linear Programming
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### *Additional Notes:*

- **Languages:** Spanish (Native), English (TOEFL iBT: 97)