Santiago Luis Romero Pereyra
Full Stack Developer

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Full Stack web developer trained as a web designer. With experience working with technologies such as React, Redux, SQL, Node.js and Javascript among others in the sector. I made a video game project that consisted of an application fed back with data from an external API, which allowed filtering, ordering, searching and creating video games. I also participated in a larger-scale application for the marketing of uniquely designed sneakers, with user registration, seller and user dashboards, payment gateway and sending emails to the user's mailbox according to the corresponding action. Both applications were carried out with creative thinking, problem solving, teamwork, communication, and logical and critical thinking.

TECHNOLOGIES

HTML, CSS, Javascript, React, Redux, Node.js, Express, Postgres, Sequelize, MongoDB, Mongoose, SQL Server, C++, Python.

PROJECTS

Full Stack Web Developer - Videogames App   Oct. 7 - Oct. 25
Henry Bootcamp, Buenos Aires, Argentine.

- Design and develop a video game App that included: searches, filtering, ordering and creation.
- Develop the app using Front React, Redux, CSS module and Back developed in Node.js with Express. Database in PostgreSQL and Sequelize.
  https://videogames-indol.vercel.app/

Work Experience   Jan. 2012 - Dec. 2019

I worked in the Ministry of Health of my Province, in the Personnel Department area, working with HR systems, collaborating with data loading, training for Hospital and Health Center personnel, and conducting internal audits. Together with the IT Department, we carry out the installation, configuration and data control of the Biometric Clock systems for attendance control.

PROFESSIONAL EDUCATION

- Full Stack Web Developer. Henry Bootcamp. 700 hours of theoretical-practical course. 2023.

COMPLEMENTARY EDUCATION

- Master in SQL Server. Udemi University. 2021 - 2021.
- Machine Learning with Python for trading. Udemi University. 2021 - 2021.
- Master in Hacking with Python. Udemi University. 2021 - 2021.
- Intermediate – Advanced Certification in C++. Udemi University. 2021 – 2021.
- Assistant in Electronic Technical Service – Basic Electronics. Vocational Training Center No. 2. 2017 – 2017
- Programmer Analyst - Graphical Interface System Programmer - Argentine Institute of Computing. 2009

LANGUAGES

- A2 English Certification. Argentine Association of English Culture. 2010
- German Level I. Faculty of Economic Sciences UNER. 2019

INTERESTS AND HOBBIES

In my free time, I am interested in gaming, watching Youtube videos, cooking and reading. I also make time to read about fundamental economic analysis, blockchain and on chain and Defi analysis.