

SANTIAGO JOSÉ CARBAL MARTÍNEZ

SYSTEMS ENGINEER - SOFTWARE DEVELOPER

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Professional Profile

Systems and Computer Science Engineer with a solid background in software development, cross-platform programming and 3D modeling. Hands-on experience in the development of mobile applications, web and virtual reality environments, with mastery of multiple modern languages and frameworks. Oriented to problem solving, innovation and the application of technology to improve educational and productive processes.

Education

University Institution of Barranquilla ITSA	2018 – 2019
Occupational Health Technician	
Universidad del Norte	2020 – 2025
Systems Engineering and Computer Science	

Technical Skills

- **Programming Languages:** Dart, Python, Java, C#, SQL
- **Frameworks and Technologies:** Flutter, FlutterFlow, Unity, Spring Boot, REST APIs, React
- **Databases:** MySQL, PostgreSQL, SQL Server, Firebase
- **Development Tools:** Git, Docker, VSCode, IntelliJ IDEA, Blender
- **Methodologies:** Scrum, Agile Development, Continuous Integration

Featured Projects

Mi Open Lab – Desarrollo Front-End Web (React + vite) [<Link>](#)

- Design and implementation of the frontend for the web platform "Mi Open Lab" of the Universidad del Norte.

Process VR – (Unity + Blender) [<Link>](#)

- Development of an interactive virtual environment of the university campus using 3D modeling in Blender and programming in Unity.

Mobile Ordering App – Flutter & FlutterFlow [<Link>](#)

- Complete mobile ordering app development, using Flutter for business logic and FlutterFlow for interface design.

Languages

Spanish – English B2
