Daniel Gil Barrera

Full Stack Developer

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About

As a creative developer with 2+ years of coding experience, I excel in ensuring clarity and understanding in team environments, turning application ideas into viable realities. I have a knack for collaboration, and a strong drive to communicate complex concepts effectively and build software.

Skills

Programming

- Puthon
- Javascript

- Django
- Vue.js

- PostgreSQL
- Django Rest

Languages

- English (C2)
- Spanish (Native)

Work history:

Freelancing and freebies

- At Berlitz, I accomplished the automation of daily tasks by creating dedicated <u>Python</u> scripts, **eliminating 100%** of the related unnecessary workload for instruction staff.
- Successfully designed, implemented, and deployed 5 websites for clients using <u>Diango</u>, <u>DRF</u>, <u>Vue.is</u>, and <u>Pythonanywhere</u>.
- Successfully developed a fully functioning CRUD application, "Winged" within 8 days of learning the <u>Django</u> framework.
- Elevated user experience on the "Winged" application exploiting <u>Vue.js</u> reactivity for single-page application feature implementation.
- Plugged into LLMs on HuggingFace and OpenAl exposed through their APIs to implement note curation features that fully automated the organization of information on "Winged".

Education

• Software Engineering Degree at Universidad Del Valle - Cali, Colombia. February 2019 — Present

Projects

- Winged: Extended Notebook 2.0's functionality with single-page-like features on <u>Vue.is</u>, a backend on <u>DRF</u>, and a better-designed set of models in <u>PostgreSQL</u> for long-term scalability. Tested feature functionality thoroughly and used <u>CircleCi</u> for a CI/CD development pipeline.
- **Notebook 2.0:** Personalized notebook web app built in <u>Django</u>, <u>HTML</u>, <u>CSS</u>, <u>JavaScript</u>, and <u>SQLite</u>. Used <u>UML</u> diagrams for database planning and implemented dynamic updating using an AJAX library (<u>HTMX</u>) for a single-page application-like experience.
- **My portfolio website**. A dynamic web app displaying my projects, skills, and experience through a CRUD <u>Diango SQLite</u> database implementation rendered to <u>HTML</u> templates.
- Sanke. Snake game developed for a university course on programming foundations and design with vanilla <u>JS</u>, <u>HTML</u>, and <u>CSS</u>.
- **Tomatotimer**: Productivity tool based on the Pomodoro technique with <u>Tkinter</u> GUI and <u>CSV</u> database for task metadata, developed for learning and self-improvement.