

# YURIXANDER RICARDO

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I'm a self-taught, dedicated software & full-stack web developer. I have developed and maintained **over 50+** professional business websites, in one of the Inc. 500 fastest-growing private companies. Extremely passionate about software development, and a fast learner. Not afraid of a challenge!

## EXPERIENCE

APRIL 2019 – MARCH 2020 (1 YEAR)

**FULL-STACK WEB DEVELOPER**, DIGITAL RESOURCE

Responsible for the complete design and implementation of websites for clients in various industries, using platforms such as WordPress, Laravel, and Webflow, among others.

MARCH 2019 (1 MONTH)

**WEB TEAM INTERN**, DIGITAL RESOURCE

Part of a professional web design & development team, responsible for assisting with website management, revisions, and development tasks in a fast-paced, client-focused environment.

## EDUCATION

JANUARY 2022 – 2023

**BACHELOR'S DEGREE (COMPUTER SCIENCE)**, FLORIDA ATLANTIC UNIVERSITY

Enrolled with a **3.9 cumulative GPA**, part of the Dean's List. Relevant coursework includes Data Structures & Algorithms, Programming in C, and Foundations of Computer Science, among others.

SEPTEMBER 2017 – MAY 2020

**ASSOCIATE IN ARTS**, PALM BEACH STATE COLLEGE

Member of the **Dr. Floyd F. Koch Honors College**, and Coding with the Doctors. Worked on Arduino-based projects with the C programming language, such as a remote-controlled robot.

## SKILLS

- Software development: **C#, Rust, Java, & C++**.
- Full-stack web development: **React.js, Node.js, C#, and PHP**.
- Understanding of version control systems and platforms, including **Git** and GitHub.
- SQL-based (ex. **MySQL**) and NoSQL (ex. **MongoDB**) databases.
- Test-driven-development (TDD) and various testing methods, such as unit and end-to-end (E2E) tests.
- Bilingual: Excellent communication skills in both English and Spanish.

## FEATURED PROJECT

**Compiler:** Used Rust to implement a compiler with advanced features such as a type system featuring type-inference, generics, package system, and more. Implemented all the major phases from *scratch*, including a lexer, parser, type-inference & semantic analysis phase, and a lowering phase. In order to maintain a codebase of *nearly 10,000* lines of code, unit and end-to-end tests are employed.

*View an extended list of projects on my website • [yurixander.dev](https://yurixander.dev)*