JULIAN CONTRERAS

BACKEND DEVELOPER

CONTACT

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Buenos Aires, Argentina

EDUCATION

University Technician in Programming — 2024 - Actually
Universidad Tecnológica Nacional (UTN)

Data Analytics — Actually
CoderHouse

Python — 2024
Plataforma 5

Microservices Architecture — 2023
Henry Bootcamp

JavaScript — 2023
CoderHouse

Full-Stack Web Developer — 2022-2023
Henry Bootcamp

LANGUAGES

English - B1 Intermediate Level

Portuguese - Basic

Spanish - Native

ABOUT ME

I am an emerging backend developer proficient in C++, Python, JavaScript (Node.js, Next.js), and both relational and non-relational databases, including SQL and MongoDB. I am dedicated to optimizing and constructing scalable, high-performance, and reliable systems. My emphasis is on developing efficient backend solutions that serve as a robust foundation for large-scale applications. I consistently seek new opportunities to engage in challenging projects that facilitate my ongoing learning and professional growth.

TECHNICAL SKILLS

C++, Python, JavaScript

- Frontend: React, HTML, CSS, and SFML
- Backend: Node.js, Express, Next.js
- Databases: MongoDB, SQL
- Code Editors: VS Code, Code::Blocks

PROFESSIONAL EXPERIENCE

- Current: Barista, Lulo specialty coffee shop
- 2021/2022: Receptionist/Salesperson, Sportclub, Tasks: In charge of member reception, cash handling and closing, and sales
- 2021: Salesperson, Pañalera Acuarela, Tasks: Salesperson, stock control, replenisher, and distributor

PROJECTS

C++ - SFML - Gravity Falls Game

Academic Experience - Programming 2 - UTN 2024

I developed an RPG-style video game based on the animated series Gravity Falls as the final project for the Programming 2 course at UTN. I used C++ and the SFML library for development.

Game Features:

- An interactive menu displaying the game's developers, starting a new game, and loading a saved game.
- Multiple maps, dialogues, item collection, and shooting action.
- A save option that allows saving or loading games, implemented using files with a .dat database.

GitHub: github.com/julcontrerass/Juego-Gravity-Falls-programacion2

View: drive.google.com/file/d/1P2lgp2n5rE5OAGsUSH8i7wBP4fTnCxTI/view?usp=sharing

Python - Backend for a video streaming platform featuring films and series.

Academic Experience - Platform 5 2024

The capstone project for the Python Platform 5 course entails developing the backend of a video streaming service featuring films and series, utilizing all concepts covered throughout the course.

Project overview:

Utilizing classes, the following functions must be executed:

- The video (film or series) that has garnered the highest number of views.
- The typical duration of films.
- The names of performers who appear in television series and films.
- Series with more than three seasons.

GitHub: github.com/julcontrerass/TpFinalPython

Python - Calculator for Probability and Statistics

Personal experience 2024

Develop a console-based calculator utilizing Python to facilitate various tasks related to the probability and statistics curriculum at UTN. Additional functions are being incorporated into the calculator as I advance through the subject.

GitHub: github.com/julcontrerass/Calculadora-Probabilidad-Estadistica-1

C++ - Hundred or Ladder Game

Academic Experience - Programming 1 - UTN 2024

I developed the game Hundred or Ladder as part of a collaborative project at the Universidad Tecnológica Nacional (UTN). This initiative involves a dice game titled CIEN o Escalera, created in C/C++ utilizing CodeBlocks. The game provides options for individual or paired play and features a main menu that facilitates the initiation of new games, displays high scores, and allows for game exit. This project underscores my capacity for teamwork and my proficiency in developing C++ applications with interactive, menu-driven interfaces.

GitHub: github.com/julcontrerass/CienOEscaleraUTN

Front End - Tic tac toe

Personal Experience 2023

The "Tic - tac - toe" project is a game created using React.js and CSS. It enables two players to compete against one another while tracking each player's scores. This project is notable for its simplicity and functionality, demonstrating an effective application of a classic game through modern technologies.

GitHub: https://github.com/julcontrerass/Ta-Te-Ti

View: ta-te-ti-julcontrerass.vercel.app

Backend - Airland

Academic Experience: Henry Bootcamp 2023

I developed AirLand, an e-commerce application for selling sneakers, akin to Nike's online stores, as a final group project for the SoyHenry bootcamp. I utilized ReactJS, Redux Toolkit, Redux, Bootstrap, and CSS3 for the frontend, while employing Node.js, Express, and Axios for the backend, along with Firebase for database management. The application enables users to browse, select, and purchase sneakers, providing a seamless and efficient shopping experience. This project underscores my capacity to collaborate within teams and construct comprehensive e-commerce platforms using contemporary technologies.

GitHub: github.com/lauticometti/airland

Full Stack - Countries

Academic Experience: Henry Bootcamp 2023

I created a web application during the training program at SoyHenry, concentrating on the management and visualization of information pertaining to countries. I employed JavaScript and React for frontend development, CSS for layout, Node.js for the backend, and SQL for the database. The application enables users to search and query comprehensive data for various countries, providing a seamless and user-friendly experience. This project showcased my proficiency in utilizing contemporary technologies and crafting effective solutions for web-based data visualization.

GitHub: github.com/julcontrerass/PI-countries-Henry