Javier Leone *Software Developer*

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Ja4Dev

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Javier Leone

Portfolio

🪪 PROFILE

I am a computer technician, currently dedicated and passionate about software development.
I usually work with platforms like Android Studio environment, using Kotlin or Java as the main programming languages; I also have knowledge of other technologies such as Spring Boot, .NET Framework, Angular and other languages such as C# or C++.
But, above all, I am very enthusiastic and eager to continue learning and training in the world of software development
while continuing my university studies in Computer Science.

💼 PROFESSIONAL EXPERIENCE

04/2024 – Present
Madrid (Remote), Spain

Software Engineer, *Findr* ⧉
Development and maintenance of a job search platform with "Tinder"-like swipe interactions.
- Development of a web application using Next.js.
- Integrated with Supabase for database management and serverless functions.
- Utilized embeddings generated by OpenAI and Sentence Transformers in a service hosted on Google Cloud.
- Implemented recommendation algorithms based on artificial intelligence.
- Estimated and planned development tasks.
- Used Git for version control and serverless deployment on Google Cloud.

02/2024 – 06/2024
Ciudad Autónoma de Buenos Aires, Argentina

Full Stack Developer, *DTC Vikings* ⧉
Development and Maintenance of a Storytelling Application• Participated in the development of a React-based front-end and an Express-based back-end.
- Implemented MySQL for database management.
- Utilized AWS for hosting, including EC2 instances for test and production environments.
- Developed a serverless function using AWS Lambda to process incoming emails.
- Integrated Amazon Cognito for user authentication and Amazon SES for email management.
- Enabled users to create and manage books, with features like Markdown support, file uploads, and speech-to-text in multiple languages.
- Automated the process of sending questions via email and recording responses in the database.

12/2023 – 03/2024
Provincia de Buenos Aires, Argentina

Full Stack Developer, *Exgadet* ⧉
Development and contribution to key internal projects aimed at optimizing the gas company's systems.
- Mobile app development using Android Studio to enhance efficiency and productivity in the field.
- Collaboration on projects based on Node.js and .NET Framework with C#, covering a wide range of internal systems.
- Effective code versioning management using GitHub to ensure integrity and collaboration in development.
- Implementation of comprehensive technical solutions that improve user experience and operational efficiency.
- Evaluation and estimation of project durations, ensuring realistic timelines and successful deliveries.
- Teamwork with colleagues to maintain cohesion and effectiveness in project development.

08/2021 – 11/2023
Ciudad Autonoma de Buenos Aires, Argentina

Mobile Software Developer, *Despegar* ⧉
Android application development and support in a travel sales system.
- Collaboration in the development of an Android Studio application.
- Use of Firebase for the management of properties and conditions to set up the remote configuration of the application.
- Implementation of native and web view fragments according the needs of the application.
- Making of estimations of duration and efforts for the development tasks.
- Usage of GitHub for the version management and Jenkins for the deployment of the application.

01/2021 – 08/2021
Ciudad Autónoma de Buenos Aires, Argentina

Full Stack Developer, *Stark Solution* ⧉
Enterprise-level .NET web application development and support in a medic salary management system.
- Development of a MVC application in the .NET framework.
- Usage of technologies like AJAX for a rich UI experience.
- Design and implement of database schemas for applications using SQL Server.
- Prepare estimates of effort and duration for development tasks and activities.
- Ensure that client and end-user requirements were met for the application.
- Microsoft Team Foundation Server (TFS) for all the source code maintenance needs.

07/2019 – 07/2019	**Technical Support Professional,** *InfoSol*
Ciudad Autónoma de Buenos Aires, Argentina	Responsible of the personal computers and related devices reparation in a computer shop, including service at client's home or installations in companies in the area.
02/2019 – 03/2019	**Technical Support Professional,** *InfoSol*
Ciudad Autonoma de Buenos Aires, Argentina	Responsible of the personal computers and related devices reparation in a computer shop, including service at client's home or installations in companies in the area.

🎓 EDUCATION

08/2020 – In Progress	**University Degree in Computer Science,** *Facultad de Ciencias Exactas y Naturales, Universidad de Buenos Aires*
Buenos Aires, Argentina	
03/2015 – 12/2021	**Computer Technician High School,** *Escuela Técnica Nº35 D.E. 18 "Ing. Eduardo Latzina"*
Ciudad Autonoma de Buenos Aires, Argentina	

📂 PROJECTS AND COLLABORATIONS

08/2022 – 04/2023	**Project Leader,** *Independent Project* ⧉
	A web ecommerce and products forum platform for a growshop, including the shipment management, virtual payments through Mercado Pago and an administrator panel with the CRUD of products and sales management; developed in .NET Core 3.1 and Angular 11
05/2022 – 08/2022	**Project Leader,** *Independent Project* ⧉
	Desktop C# .NET 4.5.2 Windows Form application for the management of a metal abrasives shop, including from the employees sign in to the products selling process with the receipt printing, including also the register of new providers and new products manually or via an Excel spreadsheet.
06/2020 – 12/2020	**Project Leader,** *Independent Project* ⧉
	3D First Person Shooter game with network connection developing on the LibGDX graphic engine.
06/2019 – 12/2019	**System Analysis,** *Independent Project* ⧉
	Desktop VB .NET Windows Form application for the management of a private reading club, from the member sign up, to the book reception and the book provider payments; including the system analysis, developing and testing, with the correspondent documents according to the Eduard Yourdon book "Modern Structured Analysis" and user manuals.
06/2018 – 12/2018	**Collaborator,** *Independent Project* (*Bienvenidos a la Matanza*)
	Collaboration in the developing of a sandbox 3D game with online multiplayer mode, using C# on the Unity 2018 engine.

🧠 SKILLS

C	● ● ● ● ○	C++	● ● ● ● ○
Java	● ● ● ● ○	Kotlin	● ● ● ● ○
C#	● ● ● ● ○	JavaScript	● ● ● ● ○
ASP.NET	● ● ● ● ○	HTML	● ● ● ● ●
CSS	● ● ● ● ●	SQL	● ● ● ● ○
.NET Framework	● ● ● ● ○	Spring	● ● ● ○ ○
Android Studio	● ● ● ○ ○	Bootstrap	● ● ● ● ○
Unity	● ● ● ○ ○	Arduino	● ● ● ○ ○
LibGDX	● ● ● ○ ○	GIT	● ● ● ● ○

🌐 LANGUAGES

Spanish	● ● ● ● ●	**English**	● ● ● ● ○
Native		*Advanced*	
Italiano	● ● ● ● ○		
Upper-Intermediate			