José Julián
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Software engineer

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SKILLS

- HTML5
- CSS | Tailwind
- JavaScript | TypeScript
- React | Next.js
- AWS | Cloud Computing
- Git | GitHub
- SQL

CERTIFICATIONS

- AWS Cloud Practitioner
- AWS AI Practitioner
- AWS Developer Associate
- SQL (Basic) HackerRank

LANGUAGES

- SPANISH
  First language
- ENGLISH
  Intermediate

ABOUT ME

Software Engineer (Recent graduate - University of Colima). I create web pages using **React + Next.js**, **TypeScript**, **Tailwind CSS**, and **standard CSS**. I am currently studying AWS and have experience handling **AWS services**. My main focus is designing and coding exceptional and creative user experiences (**Frontend**). My attention to detail ensures quality in every task I undertake. I am capable of having English conversations and am open to job opportunities, even if I need to relocate. Always eager to learn and adapt to new technologies.

EXPERIENCE

Mxmart Solutions
Frontend Developer | 11/2023 - Present | Jalisco Mx

- Development of responsive and user-friendly web interfaces
- Collaboration with designers and Backend developers
- Integration of APIs for dynamic functionality
- Implementation of reusable components using React and TypeScript
- Styling applications with Tailwind CSS and standard CSS
- Creation of custom hooks and utility functions
- Integration of third-party libraries and tools
- Participation in the design and execution of new features
- Adherence to best practices in web development
- Integration of AWS Amplify and AWS Cognito for authentication
- Version control and repository management (Git | GitHub | AWS CodeCommit)
- Documentation of components and workflows

Academic Projects
Universidad de Colima | 2020 - 2024 | Colima Mx

- Team Development of a Mobile App as part of a thesis project aimed at publishing donation products for users in the same location. Designed mockups using Figma, developed the app with React Native and JavaScript.
- Development of the KOY Video Game, created individually for the 6th Annual Contest GAMES 4 EMPOWERMENT in Colima, Mexico, where I won the Best Design category. The game was programmed using GDScript (based on Python) and included the development of creative scenarios and animations.

EDUCATION

- **Software Engineer**
  Universidad de Colima
  08/2020 - 06/2024