Oziel Guerra

Jr. Software Engineer

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SKILLS AND TOOLS

Java
▪▪▪▪▪◻◻◻◻◻

Object Oriented Programming
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Python
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Flutter
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Git
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Perl
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HTML, CSS
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Javascript, ExpressJS, EJS
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PostreSQL
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Jira
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Jenkins
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React
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INTERESTS

Flying, Snowboarding, Basketball, Reading

LANGUAGES

Spanish
Native

English
Fluent

CERTIFICATIONS

Flutter Bootcamp (May 01, 2020)
Udemy
https://www.udemy.com/certificate/UC-5189f754-acc8-4129-af9ba5ed2e681b19/

Dedicated Computer Science graduate with 1.5 years of working experience. Eager to continue learning, not afraid to ask for help when in need, and ready to contribute to a new project.

WORK EXPERIENCE

MDA (September 01, 2020 - May 01, 2021)
Software Developer Co-op

- Responsible for improving front end
- Created automated tests using Selenium for the project
- Cleaned up code by creating variables, Angular directives, and classes making the software more modular, therefore reducing repetitiveness
- Participated in Demo meetings every two weeks, presenting what I had worked on for the two-week period and answering questions about my work
- Created a budget for my work
- Documented aspects of work being down using Jira
- Verified automated tests using Jenkins

MDA (October 01, 2022 - October 01, 2023)
Jr. Software Engineer

- Worked in the ACE program as a Software Engineer, solving issues using Perl
- Improved code readability and decreased amount of lines in codebase by wrapping modules with a module wrapper that was in charge of handling common actions
- Helped clean codebase by going through different Perl::Critic violations and solving them
- Worked in GPD test team, authoring manual and automatic tests

EDUCATION

Thompson Rivers University (September 01, 2019 - December 01, 2022)
Bachelor of Computer Science
GPA: 3.7

PERSONAL PROJECTS

Where Are The Bars At
Personal project to practice Flutter skills

- Application made with Flutter that shows a list of the nearest bars to the user.
- I decided to make this app to practice my Flutter skills.
- Flutter was used because of the increased speed in development due to "hot reload", which loads changes made to the app faster, therefore making testing faster.
- The app fetches data from Google Places API, which returns JSON, and the app decodes that information and displays it.
- Github link: https://github.com/oziguerra/where_are_the_bars_at

Pixel Adventure (November 02, 2022 - November 02, 2023)
Web based game

Made this game using HTML, CSS, and Javascript as a final project for a course.

- https://github.com/oziguerra/PixelAdventure

SCHOOL PROJECTS

Thought Vault (September 01, 2019 - December 01, 2019)

- Thought Vault was a website with the purpose to act as an online diary, where you could record different thoughts, sorted by category.
- Used JavaScript, PHP, HTML, CSS, MySqli.
- The architecture used was MVC because it was simple to visualize the purpose of the project using that.

VideoBlock (January 01, 2018 - May 01, 2018)

- The software project is an online video rental system.
- Managed group responsibilities.
- Kept track of the work being done by the group members.
- Helped create the use case diagrams for the software requirements specifications document.
- Interviewed the client on a weekly basis to get software requirements and show progress of the project.
- Decided to use Agile Development Process due to the nature of the continuous planning of the project.
- Made decision of which tools to use for the project, which in this case was WordPress for the UI, client, Java for the server side of the software, and MySQL for the database. Decision was made based on the skills of the group members, implementation time, and how easy it was to communicate from one module to another.

TurboRent (January 01, 2017 - May 01, 2017)

- The software project is a car rental system.
- Responsible for designing the objects and classes used in the software, based on functional and non-functional requirements.
- Designed the test cases.
- Implemented the class diagrams using Java.