Nicolás Forero Arias

React Software Engineer | Mobile and Web Development | Tech for People

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SUMMARY

Bilingual React Software Engineer with 3+ years of experience abstracting real business problems into efficient solutions for web and mobile development, using technologies such as JavaScript, HTML, CSS, TypeScript, Redux, and frameworks of React like Nextjs, and cloud computing with FireBase and AWS. Strong background in designing, developing, and maintaining scalable software applications from scratch for different industries such as FinTech, Robotics, Real Estate, and Supply Chain; implementing Clean Code and Clean Architecture, with the application of different design patterns. Strong knowledge of designing interfaces focused on the final user through UX techniques. Well-versed in Agile development methodologies, acting as a Team Player, and having experience working in cross-functional teams; passionate for humans and highly oriented to solving social problems and helping people through technology.

Core Competencies		
- Web Development: React, Vue, HTML5, Nextjs, Redux, Gatsbyjs, Tailwind, Styled-components - Backend: Nodejs, Express, Nestjs - Mobile Development: Flutter	- Operating System: Linux, MacOS, Windows - Programming Languages: Javascript, Typescript, Python, C	- Database: MongoDB, PostgreSQL, MariaDB, Redis, DynamoDB - Testing: Postman, Jest - Web Design: Figma, Storybook, MaterialUI - Others: ROS, SocketIO, UNIX

WORK EXPERIENCE

Software Engineer (Volunteering), Échele Cabeza

June 2023 - Present

- Designed, developed and maintained a mobile application to make the current information more accessible to the public (currently a web app).

Achievements:

- Based on end-user understanding based on user research, designed a user experience where it is easier to research information, using Design Thinking
- Created a new functionality to the mobile application that compiles the previous information in a dynamic view with Flutter, positively improving the user experience.
- Developed management abilities such as prioritization backlog and generating user stories.

Frontend Software Engineer, Kiwibot

Mar / 2022 - Sep / 2022

- Created new features such a library to show real-time indoor robot navigation in Canvas.
- Authentication and Authorization implementation with Auth0.
- Improved experience and design using material design guidelines.
- Improved robot video quality.
- Learning Nx to use it on the project.

Achievements:

- Improved the experience using Material design guidelines.
- Improved the video transmission quality of the robot and thus avoid 40% of crashes due to partial or total loss of visibility of the robot video.

Fullstack Software Engineer, Cultivando Futuro

Dec / 2021 - Mar / 2022

- Refactor the API, web application and mobile application to increase the reliability of the final product (optimize the data flow, decrease the size of the final bundle)
- Create a complete platform to generate reports about different social variables for Dry Region of Honduras
- Increase the number of customers of the mobile application (facilitating the user experience, decreasing abandonment points).

Achievements:

- Mentoring juniors, developing hard and soft skills to get their first job using peer programming and live coding sessions

- Improve the time needed to generate reports with automated tools instead of manual coding

Frontend Engineer, Higo

Jul / 2021 - Dec / 2021
- Create a design library using styled components with documentation on Storybook
- Create a feature to schedule payments to providers on Higo website
- Resolve several bugs related to state in Redux
- Create Apollo connection To GraphQL API

Achievements:
- Improve the browsing experience on the platform by decreasing load times for requests to the GraphQL API
- Increase the time of use on the platform by 30% by adding a dashboard where the data and the main statistics of each user were shown

Frontend Software Engineer, Houm

August 2020 - July 2021
- Development of landing page of the company
- Landing page development for property owners
- Development of internal platform for sales consultants
- Development of interface for the owner (property management)
- Development of tenant interface (payment of services, rents, communication with owners)
- Bug fixing, support for developed platforms

Achievements:
- Improve the time in sales processes by 30% thanks to improvements in the usability of the sales platform interface
- 16% decrease in owner interface load time

Junior Fullstack Developer, 1DOC3

Mar / 2020 - Sep / 2020
- Real-time chat implementation for doctor-patient communication
- Implementation of video calls for queries that require it
- Use AWS services.
- Learn from Flutter

Achievements:
- Development of traceability skills to find the origin of Bugs

EDUCATION
Bachelor of System Engineering and Computing – Universidad de los Andes (Unfinished) - 01/2015 - 12/2018
Fullstack Software Engineer - Web development Emphasis – Holberton School - 01/2020 - 06/2021

LANGUAGES
ENGLISH   Fluent (C1)
SPANISH   Native

VOLUNTEERING
National Information Technology Manager, AIESEC - Jul / 2018 - Dec / 2018
Data protection and regulations, data analysis for improving clients' experience, process automation

Team Lead, AIESEC - Dec / 2017 - Aug / 2018
Finance and legal Team Lead, automated legal audition process with Python, focus on developing human potential and soft skills.