Jorge Lorenzo

Bachelor of Computer Science and fast learner

Florida, USA

jlor3nzoc@gmail.com

www.jorlor.us

(786)-656-8690

EXPERIENCE

Squaads, Canary Islands, Spain — *Software Engineer*

OCTOBER 2021 - OCTOBER 2022

Working from home, but feeling the teamwork at any time. Agile methodology SCRUM, daily meetups, Sprint plannings, retrospectives, refinements: all that to write an Ionic + Angular + Nestjs + MongoDB app...

GS1 Uruguay, Uruguay — *Software Engineer*

SEPTEMBER 2020 - FEBRUARY 2021

From home, I have worked along the team with Angular and Spring Boot frameworks, developing use cases. It's about teamwork, defining nice and intuitive UIs as well as the business logic behind those UIs.

Tecnomática, La Habana, Cuba — *Software Engineer*

JUNE 2018 - MARCH 2022

From office and home, I have worked along the team using Angular and Spring Boot frameworks, developing use cases. It's about teamwork, defining nice and intuitive UIs as well as the business logic behind those UIs.

EDUCATION

Universidad de Oriente, Santiago de Cuba, Cuba — *Bachelor of Computer Science*

2009 - 2015

LANGUAGES

English (basic professional competence)

Spanish (complete professional competence)

ABILITIES

Ionic 5+	html5
Angular 2+	OOP
Cypress	DRY principle
Lighthouse	SOLID principles
Wireframing (Balsamiq)	Atomic Design
	SCRUM
TypeScript	Git, Git Flow
RxJS	GitHub, GitHub
ES6	Actions
css3	Spring Boot
scss	NestJS

PROJECTS

ErasMoo — *Social Network*

Mobile social network application designed for Erasmus students in Europe.

Catálogo — *e-commerce*

Web application where you can order and buy products from different providers.

Siscont6 — *Enterprise Resource Planning (E.R.P.)*

Web application to manage and control the economic, material, and human resources of a Cuban enterprise (ERP).