# ENRIQUE LUIS BARRA PAREDES

**Software Engineer**

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## About me

Graduate in Computer Systems Engineering with solid academic training and practical experience in software development. He stands out for his ability to create efficient solutions, learn new technologies quickly and handle multiple programming languages and web development tools. I seek to contribute to innovative projects and continue developing my skills in challenging environments.

## Education

- Universidad Mayor de San Andrés Faculty of Pure and Natural Sciences
    - Computer science career (2019 - 2024)

## Experience

**Internship, Medical Technology Career, U.M.S.A. (February 15, 2023 – December 15, 2023)**

- Responsibilities:
    - Collaboration in event organization, design of audiovisual materials, and technical support.
    - Maintenance and optimization of software systems.
    - Development of a system to manage internal correspondence.
        - Technologies used: React (FrontEnd) and Laravel (Backend)
        - Methodology used: SCRUM
- Recognitions:
    - Obtaining a memorandum for the development of POA 2024.

**Consultant, Medical Technology Career, U.M.S.A. (February 15, 2024 – December 15, 2024)**

- Responsibilities:
    - Development and support of technological solutions for institutional events and activities.
    - Maintenance, updating, and improvement of existing software systems.
    - Server administration and management, ensuring their availability and performance.
    - Teacher training:
        - Providing workshops and training sessions on the use of new technologies and systems.

**Full Stack Developer, Coding Cloud (May 1, 2025 – Present)**

- Responsibilities:
    - Development and maintenance of web applications using the FERN and MERN stacks.
    - Frontend development with React.js, integrating libraries such as React Redux for state management.

- Backend development using Node.js and Express, with databases including MongoDB, PostgreSQL, and MySQL.
- Implementation of new features and continuous improvement of existing systems.
- Participation in agile development using the SCRUM methodology.
- Task tracking, sprint planning, and issue management using Jira.
- Contribution to system architecture design, ensuring scalability and adherence to best coding practices.

**Software Engineer, Balerion (September 1, 2025 – February 28, 2026)**

- Responsibilities:
  - Development and maintenance of web applications using the MEAN and PERN stacks.
  - Frontend development with Angular.js.
  - Backend development using Node.js and Express, with databases including MongoDB, PostgreSQL, and MySQL.
  - Implementation of new features and continuous improvement of existing systems.
  - Participation in agile development using the SCRUM methodology.
  - Task tracking, sprint planning, and issue management using ClickUP.
  - Contribution to system architecture design, ensuring scalability and adherence to best coding practices.

## Skills

**FrontEnd:** HTML, CSS, Javascript, TailwindCSS, TypeScript, Astro, React.js, Vue.js, Angular.js, Next.js.
**BackEnd:** Node.js, Express.js, Nest.js, MongoDB, Laravel, ASP.NET, Firebase.
**Cloud Services:** AWS.
**Soft Skills:** Planning, Troubleshooting, Communication.
**Version Control:** Git, Github.
**Concepts:** OOP, Clean Code, Data Structures, Algorithms.
**Tools:** Docker, Jira, ClickUP

## Languages

Spanish: Native English: B1