# JAVIER CASTELLANOS

# DEVELOPER

### PROFILE

Pursing my education for four years, I am highly motivated and eager to join a group of professionals to share the same goals and aspirations. Valuing communication and teamwork, I am able to have positive relationships with stakeholders and team members to reach desirable goals. I learn to maintain my composure in any fast-paced and stressful working environment while also meeting deadlines. I enjoy learning and practicing new development technologies to further my knowledge during my free time. I am currently looking for a working experience that will allow me to enhance my programming, problem-solving, and software development skills.

ADDRESS	EDUCATION
#40 Lucky Street  Belize City, Belize	<ul> <li>Associates in Computer Science</li> <li>University of Belize</li> <li>08/2021 → 06/2023</li> </ul>
CONTACT	Bachelors of Computer Science     University of Belize
	08/2023 → present 

### LANGUAGES

- English
- Spanish

# SKILLS

- Attentive to detail
- Adaptable
- Basic Communications
- Critical Thinker
- Self Motivated
- Problem Solving
- Researcher
- Open minded
- Time Management
- Team work

# Junior Developer | Belize Tourism Board

 $02/2023 \rightarrow 05/2023$ 

- Coordinated with staff, stakeholders, and agents to determine the website's functionality, design, and objectives.
- Created a web portal for BTB staff and cruise agents to manage and assign cruise calls for many different cruise lines using PHP.
- Create a mobile application to display relevant information for stakeholders using the Ionic Angular framework.

# Intern Junior Developer | Belize Bank Limited

 $02/2023 \rightarrow present$ 

- Added new features to an existing application to assist the marketing team with visualizing data.
- · Deploy UI changes into production
- Maintained and upgraded legacy software to latest and most secure
- Learn and implement Test Driven Development for microservices

## TECH STACK

- Mysql
- Typescript
- Loopback4
- Golang

- Docker
- Javascript
- Angular
- Ionic Angular