

JOSE ALBERTO AMBRIZ CHAVEZ

SOFTWARE ENGINEER - STUDENT

I am a Software Engineering student, I am passionate about the development of applications (web/mobile), the design of these is the most entertaining for me, although I am really very flexible since I have the ability to perform well in any area of work and in set. With my great determination and willingness to learn, I consider myself a good candidate for any development team, guaranteeing great performance and I am ready to work immediately.



CONTACT

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SKILLS

JavaScript

NextJS

ReactJS

NodeJS

CSS3

HTML

Python

MySQL

php

C

Swift

Kotlin



PORTFOLIO

<https://ambrizalberto.github.io/Portfolio/>



EDUCATION

Software Engineering Student

Faculty of Electromechanical Engineering of the University of Colima

Technical Baccalaureate in Programming

Baccalaureate #8 of the University of Colima
2019-2022



FEATURED PROJECTS

Pick Em' Everithing

- Video game developed 100% in Python using the Pygame library.
- All elements used are original.

Harmony & Heaven

- Inventory and Point of Sale website for online store developed with React and NodeJS for the backend and CSS with Bootstrap for Frontend.
- Security, authorization and user identification.

Bugg Block

- Blog type website developed 100% with HTML exported to php for the use of a database with MySQL, also using CSS for the Frontend side.
- Authorization and identification of users.
- Good web and data security.



COURSES & CERTIFICATES

Scrum Foundation Professional Certification - SFPC™

"Scrum Foundation Professional Certification holders have developed entry-level skills in Scrum that support their fundamental knowledge in this framework".



PORTFOLIO WEBSITE

● <https://ambrizalberto.github.io/Portfolio/>