Python / ETL Developer

Python developer with a solid foundation in algorithms, data structures and logical problem-solving focused in delivering tangible results. My skills extend to backend and data-related tasks, further enhancing my ability to contribute effectively to projects. Currently pursuing studies to qualify as a Data Engineer.

I pay attention to details, knowing that understanding client's requirements correctly ensures I provide a solid solution through code. I'm highly proactive in team communication, always informing my colleagues about what I'm working on or where I'm facing challenges in developing a particular feature.

Combined with my C1 level in English and adaptability, I'm always eager to work with people from different countries and cultures. I thrive by interacting with individuals from diverse backgrounds and experiences.

Technologies, languages & tools		Soft Skills	
 Python Java Django Django Git Git Bash / Linux 	SlackNotion	 Active listening Proactiveness Teamwork Autonomy Problem-solving 	 High tolerance for frustration Critical thinking

Work Experience

VORDENTECH

Feb 2024 - present

US based company dedicated to the development of software solutions related to data engineering, ETL processes, and web development.

Among my daily tasks are:

- Software solutions development with Python
- Data Engineering tasks through the ETL framework and the Pandas library
- Data pipelines
- Solutions on AWS leveraging various serverless services
- Code refactoring and documentation
- Communication with clients.

Education and Certifications

- Associate Data Engineer in SQL, Datacamp (2024 in progress)
- Python Backend Bootcamp, Codigo Facilito (2023)
- Django Web Framework, Coursera (2023)
- Full Stack Bootcamp, Fundacion Pescar (2022)
- Python 3 Course, Udemy (2021)

Projects

• <u>esvdev.me</u> - Personal blog built with Django, Django REST, Wagtail CMS, Astro and TailwindCSS and deployed on a Digital Ocean droplet. I write technical articles about Python/software development and Data engineering. Source code available <u>here</u>

Languages

- English: C1
- Spanish: native