




PAUL AVILA

Web Developer

CONTACT

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 Houston, Texas
 [LinkedIn](#)

EDUCATION

University of Texas At San Antonio

Bachelors of Science in Computer Engineering

San Antonio, Texas:

General Assembly

Software Engineering Immersive

Remote, Mar 2022

SKILLS

- **Programming Languages:** Html, Css, Javascript, Python, SQL,
- **Frameworks:** React, Node, Django, Express, MongoDB, GIT
- **Other Skills:** RESTful API's, GitHub, Mongoose, Heroku, Bootstrap, Database Object-Oriented Design, Testing, Algorithms, Data Structures, Debugging, Responsive Design

Interests

I enjoy playing video games where working with fellow clanmates requires lots of communication and trust to accomplish missions tasks such as raids.

OBJECTIVE

I bring a very curious mind and I'm willing to jump on new problems that require a jack of all trades to bring a different view to the problem. I also enjoy creating a sense of community or what could be called a "work family" with the coworkers in close proximity. Bringing teams together is one of my passions and goals when entering a new job. This mind set has not only enabled me to grow and learn new things but also the team members around me.

WORK EXPERIENCE

Software Engineer Fellow

General Assembly | Remote | Dec 2021 – Mar 2022

Successfully completed 500+ hours of expert led instruction in both Front-end and Back-end technologies, and hands-on learning of Database fundamentals and the industry's most in demand technologies. Developed projects, including:

- Project Name: Box Jumping game. (HTML, CSS, Javascript)
- Project Name: Coding- PAL. (HTML, CSS, Express.js, Node.js, Clouinary)
- Project Name: Gaming-Friends. (React.js, Bootstrap, HTML, CSS, 3rd Party APi integration)
- Project Name: Guiding Light (Python, Django, HTML, CSS)

Stage Hand

IATSE Union: (Local 76)| San Antonio | 2017 - 2020

- Became a trusted and reliable team member who could solve many problems.
- Managed and trained several new hires and teams.
- Help manage digital assets for presentations throughout conventions.
- Took on multiple roles in Audio, Video, and Lighting departments.
- Took on crucial roles during live events

CERTIFICATIONS

Software Engineering Immersive - Dec 2021- Mar 2022