

# Miguel Vasquez | Software Engineer

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## TECHNICAL SKILLS

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**Languages** - HTML/CSS, Javascript, Python

**Frameworks** - React, Flask, Pygame, SQLAlchemy

**Databases** - SQLite, PostgreSQL

**Concepts/Methodologies** - OOP, ORM, Restful API, Git, Authentication/Authorization, IAM

## TECHNICAL PROJECTS

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### WavJam - [Github](#)

*Full Stack Application - Vite, React, Python, Flask, SQLAlchemy, PostgreSQL, Auth*

- Spearheaded the migration to PostgreSQL, enhancing data storage efficiency and scalability, resulting in a 30% decrease in database maintenance costs and supporting a 60% increase in data processing speed.
- Developed and maintained RESTful API endpoints using Flask to handle user-related functionalities such as user retrieval, signup, login, and logout.
- Ensured accessibility by incorporating labels and proper input field associations, enhancing the user experience for individuals using assistive technologies.

### binaryBash - [Github](#)

*Full Stack Application - React, Python, Flask, SQLAlchemy, SQLite, Auth*

- Developed Python classes with properties and validations, establishing one-to-many and many-to-many relationships.
- Implemented a secure user authentication system using Flask, SQLAlchemy, and bcrypt.
- Utilized Flask and SQLAlchemy to interact with an SQLite database, ensuring optimal data organization and retrieval.

### Bunny Invasion - [Github](#)

*Python Game - 2D platformer game using the Pygame library in Python*

- Implemented a modular and organized code structure by creating a class to encapsulate player and enemy attributes, fostering code reusability and maintainability.
- Programmed an enemy AI system for automatic movement and shooting, with random idling behavior.
- Developed a system to dynamically load and display characters, items, obstacles, and decorations based on their file index using Python's CSV module

## EXPERIENCE

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### Museum of the City of New York

New York, NY

*AV Technician - Freelance*

05/2021 - Present

- Utilized QL5 soundboard to identify and resolve technical malfunctions with microphones, musical equipment, speakers, and projectors, maintaining a track record of 100% troubleshooting success over 20+ events accommodating audiences of 2,000+ individuals.

### Ronx LLC

New York, NY

*Frontend Developer - Freelance*

01/2021 - 04/2023

- Led the design and implementation of a customized Wix website, working in tandem with the company to personalize the platform, showcase their music repertoire, advertise forthcoming performances, and employ SEO techniques, resulting in heightened online visibility, 200+ monthly site visits, and enhanced user engagement leading to higher merchandise sales.

## EDUCATION

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### Flatiron School

New York, NY

*Software Engineering 15-week program where I learned advanced programming concepts*

09/2023-03/2024

### BrainStation

New York, NY

*A Web Development 8-week program where I learned basic frontend concepts*

02-2023-04/2023

### SUNY New Paltz

New Paltz, NY

Bachelor of Science in Audio Engineering

08/2016-05/2020