

Henny Feliz / Software Developer

CONTACTS

Phone numbers

+1 (849) 455 - 9629

+1 (849) 394 - 2734

Web portfolio

<https://hennyfeliz.site>

MORE INFORMATION

GitHub

<https://github.com/hennyfeliz>

Location

Dominican Republic, Santo Domingo

ABOUT ME

SOFTWARE DEVELOPER

Highly skilled and detail-oriented software developer with **+3 years of experience designing, developing, and deploying enterprise-level applications**. Proficient in multiple programming languages, software development methodologies, and database management systems. **Strong problem-solving skills** and ability to work effectively in a team-based environment.

TECHNOLOGIES I HANDLE

Java - Quarkus, Spring Boot & JSF

JavaScript - ReactJs

SQL - SQL Server, MySQL & PostgreSQL

Git - familiar with **GitLab** and **GitHub**, Knowledge in testing, mainly in APIs with Java)

Functional programming and scalable code

LOOKING FOR

I'm currently looking for remote **software development opportunities**. While visa sponsorship would be a great option, it's not a priority—I'm also open to fully **remote positions** with/without sponsorship.

PROFESSIONAL EXPERIENCE

Nov 2022 - Present

at BanreservasRD

Software Developer

3 years of experience in software development as an analyst at **BanReservasRD**, developing web applications with **JavaServer Faces (JSF)**. I also worked guiding the user, listening to their feedback and implementing new features upon request. and migrating old JSF applications to **Spring Boot, Quarkus** and **React**.

SIDE PROJECTS

INSTAGRAM CLONE

React Native

Instagram clone with React Native

MUSIC PLAYER

ReactJS + TailwindCSS

A simple ReactJs music player

ECOMMERCE

ReactJS + Spring Boot

A simple ecommerce build on Spring with ReactJs

This and others projects that anybody could find in my personal GitHub acc...

EDUCATION & CERTIFICATIONS

Current university

Autonomous University of Santo Domingo
(2022 - Currently)

Application Design and Development

INFOTEP

(2021 - 2022)

LANGUAGES

English

B2

Spanish

Native