

LUIS RECHE

Skills

- HTML CSS JavaScript and TypeScript
- Java Spring and Spring Boot
- Node js and Express
- PostgreSQL
- Docker and Docker Compose
- Git & Github
- Testing with JUnit, Mockito and JaCoCo
- Observability with Prometheus and Actuator

Projects

Personal Project | <https://github.com/RecheDev/CRUD>

Key Technologies:

- Backend: **Java 21, Spring Boot 3.x, Spring Security, PostgreSQL, JWT**
- Frontend: **React, TypeScript, Vite, Tailwind CSS**
- Testing: **JUnit 5, Mockito, REST Assured, Testcontainers**
- DevOps: **Docker, Docker Compose**

Key Features & Achievements:

- Implemented role-based access control (RBAC) with JWT authentication
- Achieved 75% line coverage and 70% branch coverage with comprehensive test suite
- Integrated Prometheus metrics and Spring Boot Actuator for production monitoring
- Built audit logging system with 90-day retention for compliance
- Containerized application with Docker for consistent deployment environments
- Rate limiting and API documentation with Swagger/OpenAPI

Professional Experience

Freelance FullStack Software Engineer at <https://www.berrus.app/>

March 2025 - To date

Contributing to a post-apocalyptic RPG game launching on Steam in 2026. Building Discord integration for real-time marketplace notifications.

Technologies: **TypeScript, PostgreSQL, Discord Webhooks**

- Built webhook-based notification system with 99.2% delivery rate and <80ms latency
- Optimized database queries reducing response time by 53% (145ms → 68ms)
- Implemented event processing pipeline handling 500+ marketplace notifications/hour
- Reduced database overhead by 35% through connection pooling optimization

Education

HIGHER NATIONAL DIPLOMA (HND) – WEB APPLICATION DEVELOPMENT (DAW)

IN PROGRESS

JAVA PROGRAMMING I AND II - UNIVERSITY OF HELSINKI

AUGUST 2025

INTRODUCTION TO COMPUTER SCIENCE - HARVARD CS50

January 2024

TECHNICIAN IN MICROCOMPUTER SYSTEMS & NETWORKS – Borja Moll – Mallorca

June 2022