

Miami, FL
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Alejandro Gonzalez

EXPERIENCE

Miami-Dade County IT Department, Miami FL – IT Software Developer

01/2024 – PRESENT

- Designed, developed, and maintained digital solutions for the Miami-Dade County web portal (miamidade.gov), serving 2.7 million residents.
- Developed and optimized tools to enhance operational efficiency using **Java 21**, **Spring Boot 3**, **Azure** cloud environment and **SCRUM** methodology.
- Strengthened application and infrastructure security through continuous monitoring and improvements.
- Provided on-call support for critical system issues, ensuring high availability and quick resolution of incidents.

Iguana IT, Madrid (Remote) – Full-Stack Developer

06/2021 – 10/2023

- Developed and maintained full-stack applications and customized solutions for third-party clients using **NodeJS** technologies and databases such as **ReactJS**, **NextJS**, **NestJS**, **MongoDB**, **PostgreSQL** and **S3** storage.
- Participated in the backend development of [Turnazo](#), a queue management platform designed to improve business operations and customer experience.
- Designed and implemented a [web platform](#) supporting the distribution of grants and subsidies to residents of the Basque region.

Conwiro, Madrid (Remote) – Lead Full-Stack Engineer

10/2018 – 01/2023

- One of the first members at Conwiro, an independent video game studio in Cuba.
- Developed backend services, **REST APIs**, leaderboards, ads, analytics, and in-app purchases for game projects like La Pira with more than 50,000 downloads.
- Led the development of the studio's first website, conwiro.com.
- Developed Wiroforce, a micropayments, analytics, and in-game e-commerce platform for Cuban developers, enabling over 33,000 transactions and 12,000 users in 3 months.
- Managed company infrastructure, including server setup, domains, email, and reverse proxy. Implemented CI/CD pipelines using GitHub Actions and Docker.
- Featured on Cuban national TV and mentioned in tech and entrepreneurship media.

AICA Pharma Labs, Havana – Principal Software Engineer

01/2021 – 12/2022

- Team Leader in the digital transformation at AICA Pharmaceutical Laboratories, driving the development of multiple solutions across various departments. Introduced **React**, **NestJS**, and **React Native** as core technologies.
- Built and maintained a marketing platform ecosystem, including the company's website, Product Catalog app, and a **Strapi CMS** for dynamic content management. Developed the Product Catalog Android app with more than 200 products as a marketing and reference tool for doctors.
- Created a web app to track temperature, humidity, and equipment usage in laboratories for medicine batch release tests.
- Designed and developed an early-stage Laboratories Management System to digitize and speed up testing processes, reducing paperwork and accelerating supply chain production.
- Developed a multi-signature PDF document management system for tracking and completing signatures, which was reused across multiple apps.
- Built DevOps infrastructure with GitLab and Docker for enabling 0 downtime deployments and wrote comprehensive documentation for new developments, workflows, and legacy integrations.

CALISOFT, Havana – Backend Software Engineer

10/2020 – 01/2022

- Contributed to projects aimed at automating **QA testing** and software testing management.
- Participated in the development of "Intest", a platform for automating software testing processes, integrating it with legacy systems, and creating a microservice for Docker management to isolate test environments for stress testing with **JMeter**, reducing hours of manual setup.
- Worked with Smabit on an IoT software solution, implementing automated **unit testing** in Java for the first time at the company.
- Developed a web app to automate and customize Sonarqube report reading, providing features typically only available in the paid version.
- Contributed to the implementation of **SCRUM** practices within the development team.

Personal Projects

2022 – 2023

- i4films.group: Main website for filmmaking studio i4films, showcasing company information, team, and portfolio.
- childrentherapyjss.com: Landing page for "Jumping Step by Step", a local children therapy clinic, featuring updated business info, contact form, interactive map, and Google Analytics integration to track user activity.
- ortegainsurance.net: Landing page for an insurance agency based in Miami, providing health and life insurance services.

EDUCATION

Havana Technology University (CUJAE) – Bachelor's Degree in Software Engineering

09/2015 – 10/2020, Havana Cuba

Thesis: Developed a web platform using Microservices and Microfrontend architectures with ReactJS and NestJS, focused on a consulting management platform.

It was aimed to evaluate the pros and cons of these technologies and patterns, analyze the challenges they present to development teams, and establish best practices for microservice separation.

SKILLS

- **Languages:** Javascript (Typescript), Java, PHP, C#.
- **Frameworks:** NextJS, NestJS, Spring Boot, NestJS, ExpressJS, React-Native, Angular.
- **Databases:** PostgreSQL, MySQL, MSSQL, MongoDB, Sqlite, Redis, Elasticsearch, Solr, Metabase.
- **DevOps:** Docker, Docker-compose, Azure Pipelines, Gitlab CI/CD, Github Actions.
- **Cloud:** Azure (Functions, Artifacts, Repos), Cloudflare (R2, Functions, Images, Stream), Amazon S3 Storage, Vercel.
- **Others:** Git, RabbitMQ, IBM MQ, Jira, Puppeteer, SCRUM, Microservices, OpenAPI, Postman.

LINKS

- <https://aglz.site>
- <https://www.linkedin.com/in/alejandro-gonzalez97>
- <https://github.com/alegonzo>

FEATURED

- **Fonoma Blog:** [How to make videogames from Cuba](#)
- **IPS Cuba:** [Cuban entrepreneurs develop successful videogame](#)
- **Negolution:** ["La Pira" puts Conwiro on the top of cuban videogames](#)
- **Cubalite:** ["Fast Crush" the game that will change your 2/14 by Conwiro](#)
- **Cubalite:** [Cuban videogame "La Pira"](#)
- **Vistar magazine:** [Cuban game will simulate real life spaces and relations](#)