

SOFTWARE ENGINEER

ALEJANDRO GONZALEZ

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PROFILE

Young and highly motivated software engineer with domain of a variety of programming languages and willing to learn more if needed. Great team player with strong interpersonal, communication and problem solving skills and always able to deliver under pressure.

EXPERIENCE

FULL STACK DEVELOPER

IGUANA IT - MADRID - JUNE 2021 TO PRESENT

Developed a variety of projects frontend and backend for diverse clients and own projects of the company.

- Developed a webapp for the Basque country region, that allows companies to request government grants and subsidies, while providing the officials an interface for answering this petitions and allowing both parties to communicate and track the process step by step. <https://laguntzak.oarsoaldea.eus/>
- Backend development in “Turnazo”, an app for queue management and capacity control in businesses. <https://www.turnazo.com/>
- Frontend development in “Spyro” an e-commerce management platform.
- Frontend development in “Satse PWA” a Spaniard nurses association webapp for social interaction and benefits.
- Developed an internal website for “Irongate Cybersecurity” for managing clients, email lists, templates and programmable sending, cyclic customer data updates and vulnerabilities breaches information from 3rd party APIs.
- Skills: *NestJS, NextJS, Strapi, Gitlab, Keycloak, GraphQL, Redis, Tailwind, MongoDB, Postgres.*

LEAD FULL STACK ENGINEER

CONWIRO - MADRID - OCTOBER 2018 TO JANUARY 2023

Lead full stack developer for game oriented services and web applications and one of the first members of the company. Conwiro is one to the firsts independent videogame studios in been acknowledge in Cuba by the general public and

- Developed backend services, rest APIs, leaderboards, ads, analytics and in-app-purchases for the company’s videogames projects, such as: La Pira, Consuin, Cubacitas.
- Developed studio first main website. <https://conwiro.com>

- Developed a Micropayments and analytics platform "Wiroforce", for Cuban game developers, where they were able to sell products and game items inside their apps and track earnings and consumer trends across all apps and games.
- Participated in tech events such as entrepreneurship fair EXPOEMPRENDE 2019 in Havana, Cuba
- Developed the integration of Mechinfinity videogame service with the Web3 Ronin Wallet as part of the Axie Infinity Builders Program, where the team was one of the winners in the contest and allowed to enter the program. This allowed the NFTs characters previously owned by the users being playable in this game.
- Managed the company infrastructure from the ground, installing and managing servers (VPS), domains, email accounts, reverse proxy and everything related to system administration
- Implemented the CI/CD DevOps flow for all projects using Github Actions over VPS with Docker
- Appeared in Cuban national TV on the "Conexión Cuba" show promoting the release of LaPira videogame.
- Mentioned in several press notes and blog posts about tech, videogames and entrepreneurship as part of the Conwiro team.
- Skills: *NestJS, MySQL, PHP, JavaScript, Docker, Metabase (BI), NextJS, RabbitMQ, SysAdmin, Github Actions, NFTs, Web3.*

PRINCIPAL SOFTWARE ENGINEER

AICA PHARMACEUTICAL LABORATORIES - HAVANA, CUBA - JANUARY 2021 TO DECEMBER 2022

Team leader in the company digital transformation helping to develop multiple solutions according to the company's needs and across several company departments and business processes.

- Developed the company marketing platform ecosystem, consisting in the main public website, Product Catalog Android application and introduced Strapi CMS to manage all this content dynamically.
- Developed a web app to track temperature, humidity and equipment use in laboratories where the release tests for medicine batches were done.
- Developed a Laboratories Management System to be able to track the tests and batches that are being tested inside all the company's laboratories and emit the results digitally, allowing the company to remove paper and speed up this cumbersome and bureaucratic process, resulting in faster release of medicine batches.
- Developed a system for managing and synchronizing the process of signing PDF documents in a multi sign flow, with the objective of reusing the process on other company apps. Users were invited by email from an external application to sign a document and it kept track of it until all signs were completed and then returned the signed document to the original system that generated the sign request.

- Build DevOps and automatic deployment infrastructure from the ground with Gitlab and Docker, since there was nothing implemented on this matter in the company before.
- Wrote documentation and guidelines for new developments describing the technologies, frameworks, development flows, integration for established services like SSO authentication and legacy APIs and overall everything that was required to know for maintaining or starting new projects. Including also documentation on specific projects.
- Skills: *NestJS, Java, MongoDB NextJS, Strapi, Docker, PostgreSQL, Gitlab, WSO2 (AM/IS), Linux, MinIO S3, React-Native.*

BACKEND SOFTWARE DEVELOPER

CALISOFT (NATIONAL SOFTWARE QUALITY CENTER) - HAVANA, CUBA

NOVEMBER 2020 TO FEBRUARY 2022

Backend developer for company projects which were oriented to automate QA testing and software testing management.

- Participated in the development of “Intest” a platform to automate and manage software testing processes for company testers and clients. Implemented the integration with company legacy systems and developed a microservice for docker management that allowed to spin up containers to isolate testing environments and allocate resources for stress tests using JMeter.
- Participated as the tester on a project with German company Smabit for an IoT software solution which required implementing automatic unit testing in Java. This was the first project of its kind for the company.
- Developed a web app to automate and read Sonarqube reports with some specific needs of the company, and replaced some features that were only available on the paid version, which the company didn't have access to.
- Participated on the implementation of SCRUM by the development team.
- Skills: *Java Spring Boot, NextJS, Docker, Sonarqube, ElasticSearch.*

FREELANCING

SELF-EMPLOYEED - HAVANA, CUBA - 2022 TO 2022

Projects done on diverse clients's demand and not in association to any company. Some of the more recent are:

- Main website for filmmaking studio i4films. It shows some information about the company, their team and a gallery with some of their works. Tech used: *NextJS, ChakraUI, ImageKit, Vercel.* <https://i4films.group>

- Fast delivery service website for small food local business “Casa Mia”, that allowed them to manage products and delivery orders made by clients in the website. The new orders notifications were receive by a custom made Telegram Bot. Tech used: *NextJS, ChakraUI, StrapiJS, Vercel, Docker on VPS, Cloudflare, Nginx, Telegram Bot API*. <https://casamia.trazio.cloud>

EDUCATION

BACHELOR'S DEGREE IN SOFTWARE ENGINEERING

UNIVERSIDAD TECNOLÓGICA DE LA HABANA (CUJAE) - HAVANA

SEPTEMBER 2015 TO OCTOBER 2020

Thesis project: Microservices and Microfrontend with ReactJS and NestJS Case Study: Consulting Management Platform.

The project aimed to developed a web platform using this technologies and patterns, to determine some pros and cons that they have, challenges they present to a development team, under what criteria is best to separate the different microservices and some recommendations and things to be aware of in this kind of developments.

LINKS

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

PRESS MENTIONS

- <https://blog.fonoma.com/conwiro-videojuegos-cuba-ffdb59e91cf3>
- <https://www.ipscuba.net/sociedad/emprendedores-cubanos-desarrollan-videojuegos-con-exito/>
- <https://medium.com/juventud-t%C3%A9cnica/la-pira-el-%C3%A9xito-de-conwiro-que-regresa-a-apklis-a0e34275fd80>
- <https://negolution.com/la-pira-coloca-a-conwiro-en-la-cima-del-videojuego-cubano/>
- <https://www.cubalite.com/fast-crush-videojuego-conwiro-cubacitas/>
- <https://www.cubalite.com/la-pira-videojuego-cubano/>
- <https://vistarmagazine.com/videojuego-cubano-simulara-espacios-y-relaciones-de-la-vida-real/>