

Alejandro Guerrero

Software Engineer

Last update: March 25, 2022

The online version is available at cv.alexgd.dev

Residence

[Andalucía, Spain](#)

GitHub

[AlexGue](#)

Email

aleguedia@gmail.com

Computers are my hobby since I was a child. Passionate software engineer, eager to learn about any field of computer engineering.

Coding Languages

NodeJS ★★★★★
Javascript ★★★★★
Java ★★★★★
React ★★★★★
Python ★★★★★

Infrastructure

AWS CDK ★★★★★
Docker ★★★★★
Kubernetes ★★★★★
AWS ★★★★★

Databases/Other


MongoDB ★★★★★
MySQL ★★★★★
Redis ★★★★★
InfluxDB ★★★★★
Grafana ★★★★★

Languages

Spanish ★★★★★
Native
Speaker
English ★★★★★
B2 | ISE II
Trinity
Colleague

Professional Experience

Backend Developer

Gamestry  September 2021 - Current

Mid Backend Developer in Gamestry startup. Using NodeJS together with Typescript. Development of new monetization features, migration from Heroku to Google App Engine and deploy automatization.

NodeJS Typescript Docker Google Cloud MongoDB

Backend Developer & Research technical engineer

ISA Group - University of Seville.  February 2018 - August 2019 / April 2020 - September 2021

Technical Engineer in the Applied Software Engineering Research Group (www.isa.us.es). Development of web applications with Microservices Architecture, based on Restful API. Microservices refactoring and reengineering of automated system deployment.

NodeJS Docker AWS Rest APIs Microservices MongoDB

Salesforce Software developer

VASSIT UK - London  August 2019 - April 2020

Developer in the Salesforce environment with APEX code in a project of payments by Application (PagoFX). Development also of a project with Node.JS and Mongo as an internal tool for the practice of technology certification exams.

Salesforce CRM NodeJS

Game Extensions Developer - Java Developer

Minecub - Jerez, Spain  June 2016 - February 2018

Development of Java extensions for multiplayer servers and management of multiple dedicated machines intended for player load distribution.

Java Server Management nginx

Education

Master in Software Engineering: Cloud, Data and IT Management - University of Seville

Master's Degree focused on the Cloud branch, completed with several Honors. Master's thesis called "Framework for massive tasks executions based on the FaaS paradigm", dedicated to the development of a Framework capable of orchestrating distributed workloads in AWS Lambda, with the ability to simulate multiple users for the use of multiple users for Testing, Scraping or Pentesting uses, ended with a grade of 10.

Degree in Software Engineering - University of Seville

Graduate in Computer Software Engineering. Finished with several honors and specialized with subjects such as Soft Computing Intelligent Access to Information, and Artificial Intelligence. Final thesis on a tool to control and monitor microservices architectures, ended with a grade of 10.