



Antonio Martínez

SOFTWARE DEVELOPER



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[Website](#)



[Github](#)



Murcia, Spain

Languages

Spanish:

Native

English:

High level

Studies & Qualifications

Degree in Computer Science

Software Engineering

Specialization

Average grade: 7.2

Software Architecture with honors

Bachelor and High School

Health sciences Bachelor

Average grade: 8.1

Bilingual high school

Professional Experience

Full Stack Python Angular developer

[Bionet](#) | November 2023 - Present

I am involved in all stages of software development for [ROSITA2](#), an embedded system for bioreactors, working closely with electronics and software teams to ensure seamless integration and extensive testing with physical prototypes.

On the backend, I develop REST APIs and microservices using Python and FastAPI, with unit and integration testing via PyTest and Unittest. I focus on performance optimization, data management (MySQL, SQLite, Redis), and communication with devices like [CT1](#) and [bBreath4](#). For the frontend, I created a touchscreen interface using Angular, Neutralino, and Bootstrap to enable intuitive bioreactor control.

I contribute to code quality through active code reviews, feedback, and automation to streamline testing and deployment. With version control in Git/Bitbucket, deployments through Docker/Portainer, and agile practices using Jira and Kanban, I help ensure a high-quality, integrated product.



Lead Developer and Owner

[Spotify Electron](#) | May 2023 - Present

As the owner and Lead Developer of an open-source, cross-platform music streaming app, I've led the replication and enhancement of Spotify's features, adding unique functionalities like personal music uploads. My role combines leadership, development, and strategy to deliver a user-centric streaming experience.

I developed backend services using FastAPI, Python, and MongoDB, implementing user, artist, playlist, and song management systems with JWT authentication. For cloud integration, I leveraged AWS services like S3, CloudFront, and Lambda to optimize performance and storage. On the frontend, I used React, TypeScript, and Electron to build a responsive music player and interface, applying Material-UI and Bootstrap for design.

As a leader, I drove a cross-functional team using agile methods and managed version control with Git and GitHub. I implemented Docker for development environments, established CI/CD pipelines with GitHub Actions, and automated code quality checks and testing with Jest, React Testing Library, and Pytest. Additionally, I created a [landing page](#) to effectively publish and showcase the product.

