

# Ariel Righi

## Backend Developer

Argentina, Córdoba | +54 0351 5598730 | arieldavidrighi@gmail.com | [LinkedIn](#) | [Github](#)

---

## Professional Summary

Backend Developer with 1 year of hands-on experience in Node.js, NestJS, and TypeScript, backed by over 10 years in the video game industry where I progressed to Lead Game Designer. I bring a unique blend of technical development skills and proven project management expertise, having led multidisciplinary teams through complete product lifecycles from concept to delivery.

I excel at translating business needs into actionable technical solutions, managing projects with Agile methodologies (Scrum, Jira, Trello), creating user stories, maintaining backlogs, and implementing Gitflow workflows. My client-focused approach combines strong communication skills, adaptability under pressure, and a deep understanding of the full development process—delivering scalable backend solutions that directly impact business objectives and team efficiency.

---

## Professional Experience

**Backend Developer & Project Manager** | Jan 2025 - May 2025  
**Internal Admin Platform - Mining Services Client**

- Developed an internal administration platform for the mining industry to streamline operational processes and improve data management efficiency.
- Led the project as Project Manager, translating client needs into clear user stories and managing the project backlog in Jira.
- Designed the complete database architecture using PostgreSQL for scalable data handling.
- Acted as a core backend developer, actively contributing to the implementation of business logic and system integrations using NestJS and TypeScript.
- **Technologies:** NestJS, TypeScript, PostgreSQL, Jira.

**Backend Developer | May 2025 - Present**  
**Segimed - Internship**

- Contributed to a healthcare management platform connecting patients, doctors, and administrators through a comprehensive telemedicine solution.
- Designed and maintained RESTful APIs with NestJS and TypeScript, implementing a modular architecture.
- Modeled complex data in PostgreSQL with Prisma ORM, including a multi-tenant system for appointment, order, and prescription modules.
- Implemented authentication with JWT/bcrypt, a granular roles and permissions system, and protected endpoints using custom guards.
- Integrated external services like Twilio and Cloudinary, and consumed third-party medical APIs.
- Wrote unit tests with Jest, documented endpoints with Swagger, and managed database migrations.
- Participated in sprint planning, task monitoring, Docker implementation, and CI/CD automation.
- **Technologies:** NestJS, TypeScript, PostgreSQL, Prisma ORM, JWT, Docker, Jest, Swagger, Twilio, Cloudinary.

**Backend Developer | January 2024 - June 2024**  
**Swaplyar - Internship**

- Built a platform for exchanging second-hand goods, facilitating user-to-user transactions with secure authentication and data management.
- Developed and maintained RESTful APIs using Node.js and Express.js.
- Implemented secure authentication with JWT and bcrypt, and managed data with Google Sheets.
- Auto-documented endpoints with Swagger and validated data with express-validator.
- Deployed the backend to Vercel and followed the Gitflow methodology for version control.
- **Technologies:** Node.js, Express.js, JWT, bcrypt, Google Sheets API, Swagger, Vercel, Gitflow.

**Lead Game Designer / Level Designer / QA | January 2023 - May 2025**  
**Sneakfly Productions**

- Designed core gameplay loops, levels, and challenges for videogames.
- Led a small team and managed the project backlog, ensuring efficiency and goal attainment.
- Coordinated team workflows for efficient execution and adherence to project goals.

**Video Game Industry Experience | 2012 - 2024**

- **Project & Design Lead (2020 - 2024):** Led multidisciplinary teams, managing the full project lifecycle from initial concept to final delivery. Created user stories and managed backlogs with tools like Jira and Trello.
- **Game Designer (2016 - 2020):** Contributed to the development of prototypes, AI systems, and level design for various titles.

- **3D Artist** (2012 - 2016): Specialized in 3D modeling, rigging, and retopology.
- 

## Projects

**Ecommerce Monolith Foundation** | October 2025

**Role:** Backend Developer

- An enterprise-level monolithic backend built with NestJS to demonstrate technical excellence in database optimization, DevOps practices, and deliberate architectural planning through professional documentation and ADRs.
  - Achieved significant performance gains (up to 95% improvement) by implementing 34 strategic database indexes in PostgreSQL.
  - Built a comprehensive testing suite with 425 unit and 89 E2E tests, reaching 74.69% code coverage.
  - Implemented an advanced authentication/authorization system with JWT (Access/Refresh tokens) and role-based access control.
  - Automated a full enterprise-grade CI/CD pipeline using GitHub Actions, including quality gates and security scanning.
  - **Technologies:** NestJS, TypeScript, PostgreSQL, TypeORM, Docker, Jest, Swagger, GitHub Actions.
  - **Repository:** [Github](#)
- 

## Education

**Henry Bootcamp** - Full Stack Web Developer (800 hours) | 2024

**Argentina Programa** - Introduction to programming and backend development | 2023

---

## Languages

**English:** B1 (Intermediate)

**Spanish:** Native