

Eduardo Puentes

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PROFILE

- Aspiring Backend Software Engineer with **2+ years** of experience designing and implementing scalable RESTful APIs in **Go, Python (FastAPI)**, and **Node.js**.
- Strong background in **AWS (EC2, RDS, S3)**, **Docker**, **Kubernetes**, and **CI/CD pipelines (GitHub Actions)**.
- Skilled in relational (**MySQL**) and NoSQL (**MongoDB**) database design, data modeling, and performance optimization.

EDUCATION

ITESM - Tecnológico de Monterrey Puebla, Mexico
B.S. in Computer Science and Engineering; GPA: 94 Aug. 2021 – Jun. 2026

PROFESSIONAL EXPERIENCE

CodeStack Systems Seattle, Remote
Backend Developer Jul. 2022 – Mar. 2025

- Designed and implemented **Node.js/Express** microservices, handling **10K+** requests per day.
- Refactored monolithic APIs into modular services, improving deployment agility by **50%**.
- Optimized **MySQL** queries and added indexing strategies, reducing average response times by **35%**.
- Built **CI/CD pipelines** with **GitHub Actions** and **Docker**, achieving zero-downtime deployments.

SELECTED PROJECTS

Patrones Hermosos Backend (**FastAPI, MySQL, AWS**) Mar. 2025

- Built **FastAPI** services with role-based **JWT** authentication and **PostgreSQL** integration.
- Automated daily emails (birthday reminders, notifications) via **AWS SES** and cron jobs—**100%** delivery rate.
- Managed file storage using **AWS S3** with presigned URLs and IAM roles for secure access.

VenueMenu Platform (**Go, MongoDB, Docker**) Jan. 2024 – Present

- Architected **Go** backend with **Gin** framework, supporting **500+** concurrent users.
- Designed **MongoDB** schemas with aggregation pipelines for real-time analytics on order data.
- Containerized services with **Docker** and deployed on **AWS ECS**, reducing infra costs by **20%**.

Audio Mastering Service (**FastAPI, Pedalboard, VST3, Docker, AWS S3**) Apr. 2025

- Created a Python HTTP API with **FastAPI** to receive and manage audio uploads, storing files in **AWS S3** via presigned URLs.
- Integrated the **Pedalboard** library and **VST3** plugins within a containerized **Docker** pipeline to automate high-quality audio mastering.
- Optimized parallel processing to handle **10+** concurrent mastering jobs, reducing average track turnaround time by **30%**.
- Implemented structured logging and error handling, achieving a **95%** success rate on automated processing tasks.

LEADERSHIP & COLLABORATION

MechaLab Puebla, Mexico
Team Lead Feb. 2024 – May 2024

- Led a 5-developer team to build a device-tracking system with role-based access, processing **300+** monthly users.
- Automated asset logging via REST API, reducing manual overhead by **90%**.

TECHNICAL SKILLS

Languages & Frameworks: Go, Python (FastAPI), Node.js (Express), C#, SQL, NoSQL

Databases: MySQL, PostgreSQL, MongoDB, Redis

Cloud & DevOps: AWS (EC2, RDS, S3, SES), Docker, Kubernetes, GitHub Actions, Terraform (basic)

Tools & Practices: REST API design, JWT/OAuth2, CI/CD, unit testing, TDD, Agile/Scrum

INTERESTS

- Chess, Volleyball, Rugby, Guitar, Cooking