

# Gabriel Enrique Gonzalez

## SOFTWARE ENGINEER

**Buenos Aires, Argentina | +54 9 2262 409681 | [gabrielenrique.gonzalez97@gmail.com](mailto:gabrielenrique.gonzalez97@gmail.com)**

[LinkedIn](#), [Personal Portfolio](#)

### Summary

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Software Engineer with experience developing innovative web applications and AI-driven systems, particularly in contexts involving human-AI interaction. I have a strong background in full-stack development, leading frontend implementations and contributing to backend services. I also have experience in prompt engineering and in designing and implementing multi-agent systems that utilize large language models.

Throughout my career, I have worked in interdisciplinary teams, collaborating effectively with both technical and non-technical stakeholders to design and build user-centered solutions. I bring enthusiasm, commitment, and a collaborative mindset to every project, always striving to create practical and meaningful software solutions. Passionate about continuous learning, I enjoy exploring new technologies and applying them to solve emerging challenges in software development and human-centered AI.

### Experience

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#### IBM Research | Software Engineer

**Feb 2023 – Present**

- Led front-end development and actively contributed to backend implementation of AI-driven research prototypes.
- Developed agentic and proactive LLM-based systems for collaborative tasks and ideation.
- Contributed to publications in human-AI co-creation and collaboration.
- Supported interdisciplinary teams and interns, providing technical guidance.

#### IBM Chief Analytics Office | Software Engineer

**Nov 2021 - Dec 2022**

- Led frontend development using Angular, restructuring HTML for semantic code and improved UI design.
- Collaborated closely with backend developers and data scientists to implement key features and meet functional requirements.
- Led the transition from web-based information delivery to sending personalized insights to users via email.

#### UNICEN | Assistant Professor

**Apr 2021 - Sep 2021**

- I assisted the principal professor of the subject, being in charge of answering the student's questions, teaching them how to carry out practical exercises to apply the knowledge learned in theory, and correcting the students' practical work.
- Subject: Software Development Methodologies. This subject corresponds to the 3rd year of the Software Engineer degree.
- Subject: Introduction to Software Development Methodologies. This subject corresponds to the University Technician degree in Computer Application Development.

## Education

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Universidad Nacional del Centro de la Provincia de Buenos Aires (UNICEN)    Mar 2017 - Oct 2023  
Software Engineer, 5-year degree.

## Technical expertise

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### Languages:

Python, Javascript/Typescript, HTML/CSS, SASS, Java, R, Markdown, LaTeX

### Frameworks and Tools:

Angular, React, Svelte, Vue JS, Carbon components, Cypress, Flask, FastAPI, Bee AI Framework, Langraph/Langchain, Ollama, Open AI Agents, Watsonx.ai

### Databases:

Elasticsearch, Cloudant, DB2, MySQL, PostgreSQL

### Workflow:

GitHub, Docker, Travis CI, OpenShift/Kubernetes, Jira, Trello, GitHub Projects, Slack, Microsoft Teams

## Certifications

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35+ certifications and 950+ hours in courses, including:

EFSET English Certificate 66/100 (C1 Advanced), Jan 2024

Svelte.js, Udemy, Dec 2023 (12.5 hours)

TypeScript, Udemy, Oct 2023 (9 hours)

SOLID Principles and Clean Code, Feb 2023 (6.5 hours)

Angular: Unit Testing with Jasmine and Karma, Sep 2022 (6.5 hours)

Vue JS 2, Jul 2022 (6.5 hours)

Angular Essentials, Udemy, Dec 2021 (6.5 hours)

SQL Fundamentals Track, DataCamp, Mar 2021 (21 hours)

Data Analyst with R, DataCamp, Jan 2021 (77 hours)

Data Scientist with R, DataCamp, Oct 2020 (76 hours)