Gabriel Enrique Gonzalez

SOFTWARE ENGINEER

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LinkedIn, Personal Portfolio

Summary

Software Engineer with experience developing innovative web applications and AI-driven systems, especially in human-AI interaction. Strong background in full-stack development, leading frontend implementations and contributing to backend services. Skilled in prompt engineering and in designing LLM-based multi-agent systems. Collaborative team member with experience working across interdisciplinary teams and with technical and non-technical stakeholders. Committed, proactive, and focused on creating practical, user-centered solutions. Passionate about continuous learning and applying new technologies to solve emerging challenges in software development and AI.

Experience

IBM Research | Software Engineer   **Feb 2023 – Dec 2025**

- Led frontend architecture and implementation (Svelte, TypeScript) for multiple large-scale research demos, translating UX research designs into scalable, maintainable systems.
- Built interactive web interfaces that integrate LLM-based capabilities such as agentic workflows, retrieval-augmented generation (RAG), streaming AI responses, and proactive AI behaviors.
- Designed frontend systems that support human-in-the-loop AI interaction, including progressive refinement, explainability, user profiling, and context-aware AI assistance.
- Implemented real-time and collaborative UIs for group ideation, code exploration, and qualitative data analysis.
- Collaborated closely with backend and AI researchers to define frontend–backend contracts and ensure reliable integration with Python/FastAPI services and LLM pipelines.
- Delivered research demos and internal products evaluated through user studies and showcased to stakeholders.

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 | Undergraduate Teaching Assistant   **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

Universidad Nacional del Centro de la Provincia de Buenos Aires (UNICEN)   **Mar 2017 - Oct 2023**

Software Engineer, 5-year degree.

Technical expertise

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

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)