GERARDO HERNANDEZ

SENIOR SOFTWARE ENGINEER | GERARDOHP.DEV

OBJECTIVE

Develop quality applications from backend services, desktop applications, mobile apps in different platforms. Looking for new and exciting challenges

SKILLS

Microservices, REST API, Design Patterns, Docker container
Go, C#, JavaScript, Dart
.Net, React, AngularJS, Flutter Git

EXPERIENCE

FREELANCE •LIAQSA • SEPTEMBER 2020 – DECEMBER 2021

Designing from scratch and taking the customer requirements directly, the app takes notes from infield workers that take a bunch of data from water sources like temperature, alkalinity, color, pH, etc. The App must update all the data automatically since most of the time the work is made in rural areas without internet access. The Android app was built with Flutter, Firebase databases and Firebase functions, and using Git actions for CI/CD through the app store for the company G-suite.

Achievements:

- Created all the work by myself (client requirements, app sketching, designing solution, coding, creating CI/CD, etc.)
- Working with state-of-the-art technologies and learning everything self-taught
- Improving the capture process for the lab work orders, and saving a lot of paper in the way

SENIOR SOFTWARE ENGINEER • WIZELINE (TIDEWORKS) • MARCH 2022 - PRESENT

Working in a big Windows app in "**Win32 with C/C++**", changing of technologies and getting up to date with legacy apps in the daily basis while tickets are being assigned to develop.

Achievements:

- Finishing a ticket that was a long time in the backlog related to handling bitmap data in record time
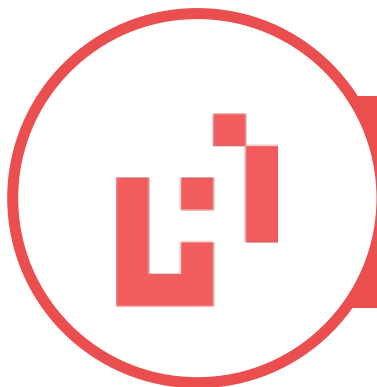
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SENIOR SOFTWARE ENGINEER/TECH LEAD • WIZELINE (BETTERWARE) • SEPTEMBER 2020 – MARCH 2022

Collaborating to create from scratch the new platform for the company. Including the redesign of new modules, architectures and defining coding standards. Working on the backend to create the platform new endpoints with micro-services architecture. Leading squad (frontend and backend) of about 16 people and taking key parts of the platform (registry "altas").

Achievements:

- Proposing and implementing better ways to publish database migrations
- Implementing Git strategies (gitflow and trunk based)
- Implementing new strategies and architecture (API gateway, orchestrator pattern, MS SignalR, OpenAPI standard, Mocking services

SENIOR FULLSTACK SOFTWARE ENGINEER • UNOSQUARE (AXOS BANK) • JANUARY 2018 – SEPTEMBER 2020
Collaborating in creating a new API from scratch that helps reducing costs by avoiding the use of third-party API, working in main providing fixes and new functionality (backend and frontend).

Achievements:

- Collaborating to create the transaction consolidation and improving the execution time
- Closing bugs in record time that affects production users
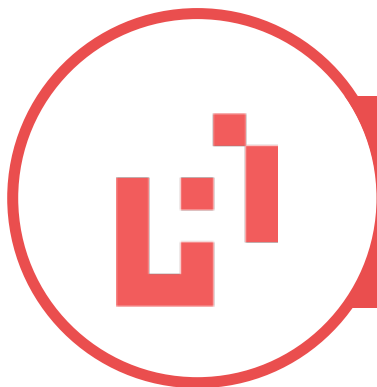- Catching up and comprehend new projects in very small-time frame

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SENIOR SOFTWARE ENGINEER | GERARDOHP.DEV

.NET SENIOR SOFTWARE ENGINEER • UNOSQUARE (MICROSOFT) • MARCH 2015 – SEPTEMBER 2018

Creating an app for Windows 10 that was going to be included with the official release of the OS.

Achievements:

- Working with state-of-the-art technology at that time (the beta framework wasn't even released to the public) and solving complex issues like changing layout tiles for the app and changing colors depending on the images
- Working with the owners of the technology (XAML) and been recognized for the good practices applied to the project
- Matching the provided design from the Design team with excellent results and been recognized for that

EDUCATION

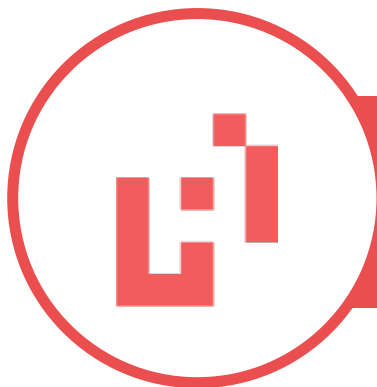BACHELORS DEGREE • 2009 • INSTITUTO TECNOLOGICO DE CELAYA

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LEADERSHIP

Leading a squad of 16 people and comple

Leading a team in the first innovation camp company wide (Wizeline) with a project idea from my own ("OnAircalendar") using Azure IOT, ESP32 Wifi Board and Google calendar API.
Winning an award for best pitch, links:

- Demo
- Sales pitch