# Leonardo Arteaga dos Santos

**Date of birth:** 08/12/1997 **Nationality:** Brazilian, Bolivian **Address:** Santa Cruz de la Sierra, Bolivia **Phone number:** +591 76052233 **Email address:** leonardoads08@gmail.com

### Experience

## Software Engineer (Contractor) Arrivia

- Maintained two B2B hotel search and booking platforms with an average of 16.000 active users/day distributed across
  multiple clients
- Built out a **microservice** for geospatial searches and location name suggestions with **ElasticSearch** with an average of 18.1K requests/day
- Built out a microservice for document distribution stored in Couchbase with an average of 83.29K requests/day
- Replaced and refactored core dependencies and improved searches performance with times down from 9s to 7.4s and availability from 99.10% (2021Q4) to 99.9% (2022Q2)
- Investigate, track, and fix bugs using **Application Insights** and **Loggly** telemetry, debugging, and profiling tools
- Work in a multicultural team based on test-driven development, mobbing and agile methodologies
- Tech Stack: Git, AngularJs, SQL Server, Couchbase, ElasticSearch, RabbitMq, Dapper, ASP.NET MVC, ASP.NET Core, AngularJs, Loggly, Service Fabric, Microsoft Azure (Pipelines, Release pipelines, Cosmos Db, Blob Storage, Application Insights, Key Vault)

## Software Development Analyst Banco Fassil (Fassil Bank)

- Built out a new web app product to open bank accounts, with more than **10.000 opened accounts** and an average traffic of **70.000 users/month** (2020Q4)
- Built out a web app for online videocall medical appointments integrated to the insurance core services
- Introduced new code standards and best practices based on Microsoft documentation and REST principles that improved code quality and maintainability
- Tech Stack: Git, SQL Server, Dapper, ASP.NET Core, Angular 2+, Microsoft Azure (App Service, App Insights, Azure SQL, API Gateway)

## Game Developer Unstoppable Studio

🛱 11/2017 - 08/2019 🕥 SANTA CRUZ DE LA SIERRA, BOLIVIA

- Deployed a videogame in alpha state to steam: 'Fast Food Fighters'
- Designed and developed gameplay mechanics in **Unity** according to game designer requirements
- Tracked, investigated and fixed bugs and performance issues
- Coordinated tasks between development and art team with agile methodologies.
- Tech Stack: Git, C#, Unity

## Software developer (intern) FEPROM Solutions

苗 05/2016 - 08/2016 🧿 SANTA CRUZ DE LA SIERRA, BOLIVIA

- Overhauled the Inventory system integrating it with the accounting system
- Detected and reported several errors around money data types
- Tech Stack: Ignition Automation, Python, MS SQL Server

#### Skills -

(i) LANGUAGES

C# Typescript SQL Python

JavaScript

(i) TECHNOLOGIES

ASP.NET Core ASP.Net MVC SQL Server ElasticSearch

Azure CosmosDb Angular 2+ Git Couchbase

Redis AngularJS RabbitMq PostgreSQL

MongoDb Docker

(i) CLOUD SERVICES

Application Insights App Service KeyVault Service Bus

DevOps Pipelines Blob Storage API Management Service Fabric

#### Education

### System's Engineering Private University of Santa Cruz de la Sierra

2nd Place, Cattle Management System, Jun. 2019 2nd Place, Eulerian Path Applied in Logistics, Jun. 2018 3d Place, Data Processing feed by an Arduino, Jun 2017 Scholarship for Academic Excellence, 2016

#### Awards -

### Bolivian Olympiads of Informatic Bolivia Ministry of Education

- Honorific Mention National stage, Sept. 2015
- 2nd Place Regional stage, Jun. 2015
- 1st Place Regional stage, Jun. 2014
- 1st Place National stage, Sept. 2014