Luis Martínez

Telecom Engineer • Software Engineer • DevOps
luis@luisalejandro.org • luisalejandro.org/portfolio

EDUCATION

UNEFA • Telecom Engineer
2009 • Maracay, Venezuela
Design, development, implementation and debugging of electrical communications systems, electronic, electromagnetic or optical.

CNTI • Advanced python
2011 • Caracas, Venezuela
Structures, virtual environments, version control systems, reStructuredText, Sphinx, Django, Sqlite, GUI (pyGTK, pyQT), iterators, generators, decorators, unit tests.

CNTI • Basic python
2011 • Caracas, Venezuela
Interpreter, standard library, basic functions, data types, modules, cycles, interaction with the user and the operating system, output format, error handling.

SKILLS

Languages • Spanish (native), English (fluent)
Programming • Node, Python, Golang, PHP, Shell script, Make.
Frontend • Ionic, React, NextJS, Jekyll, Django, Flask.
Backend • NestJS, Express, TypeORM, Firebase, Elastic, MySQL, MongoDB, Redis.
DevOps • Docker, Kubernetes, Git, AWS, GCP, Github Actions, Ansible.
Diagramming • Markdown, reStructuredText, LaTeX.
Other • Debian packaging, custom kernels and installable ISO images for GNU/Linux distributions. Python Packaging.

CONFERENCES

Debian Day • Speaker
2018 • Maracay, Venezuela
The Internal World of a Programmer.

DebConf 2012 • Speaker/Developer
2012 • Managua, Nicaragua
Making derivative distributions with Canaima Semilla.

SIDE PROJECTS

Dockershelf • Dockershelf/dockershelf

Agoras • LuisAlejandro/agoras

Spices • LuisAlejandro/spices

EXPERIENCE

Collage Labs • Founder
Jan 2020 — present • Maracay, Venezuela
Worked with project managers and developers supervising requirement completion for clients around the world. Worked with designers to set up website and social media presence. Identified and maximized sales opportunities resulting in 6 new clients.

Wheel The World • Senior Software Engineer
Jun 2022 — Jul 2023 • Berkeley, United States (Remote)
Developed new CRUD modules to web applications based on Next.js and TypeORM. Automatized data loading operations using Golang. Developed the new CI/CD workflow of the company by using Docker, Google Cloud Run and Github Actions. Implemented the price and booking integration with expedia.com. Developed modules for a content management application based on October CMS (Laravel, PHP).

Soleit • Full Stack Developer
Oct 2020 — Jun 2022 • Santiago, Chile (Remote)
Built the backend and frontend of SoleTech 2.0, a groundbreaking desktop app which allows to diagnose and design specialized foot insoles. Implemented an Electron container for an Ionic-React app. Used Express.js, Sequelize and Postgres to create a REST API. Its release allowed Soleit to enter the growth stage, with financing from Ganesha Lab, UC Davis and CORFO Chile.

Guayoyo • Python Developer
Jun 2019 — Dec 2021 • Montevideo, Uruguay (Remote)
Implemented speed and memory optimizations to HowlerMonkey updater, which translated to a 66% memory reduction and faster updates. Developed modules to add vulnerabilities sources to the index, including: OpenVAS, Nessus, Metasploit, ExploitDB, PacketStorm, Snort, Suricata and Nmap, allowing Guayoyo to add value, increase sales and reduce costs.

Webuzz • Wordpress Developer
Apr 2019 — Apr 2020 • Madrid, Spain (Remote)
Developed Recetags and Gin Burdon websites using Wordpress and AJAX technologies.

Leadbox • Full Stack Developer
May 2018 — Feb 2020 • Ottawa, Canada (Remote)
Implemented an asset build queue based on webpack and client-server architecture. Developed Marvin, a video creation app configurable by json files. Developed a deployment system for Wordpress sites using Ansible. Implemented UI/UX optimizations on Leaderboard, an Angular web app. Created Wordpress plugins. Developed Leadbox homepage.

Guayoyo • Python Developer
Jul 2017 — May 2018 • Montevideo, Uruguay (Remote)
Created the backend for HowlerMonkey, a vulnerability reporting app. Implemented HowlerMonkey's REST API using Flask.

CNTI • Linux Architect
Nov 2009 — Jul 2014 • Caracas, Venezuela
Developed versions 3.0, 3.1, 4.0 and 4.1 of Canaima GNU/Linux Operating system, allowing the venezuelan government to reduce costs of shipping 6 million laptops for educational program *Canaima Educativo*.