

L u i s a S a n c h e z - A v i v a r

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Software Engineer

SKILLS

Systems: Distributed systems, architecture design, monitoring, automation.
Programming Languages: Java, Kotlin, SQL, Python, Typescript, Bash-shell and C++.
Languages: Spanish, English, French.

EXPERIENCE

Jaywalker, Switzerland 2024 - Present

Software Engineer

- End-to-end owner across the full software development lifecycle for a cloud-native JVM platform, designing, building, and operating 30+ Kotlin/Spring Boot microservices that form the backbone of a production loyalty marketplace serving 90K+ active users, across 17 banking partners and 400 commercial partners.
- Refactored a core transaction-processing component by separating partner and non-partner flows and improving detection rules, resulting in an estimated 15% efficiency gain.

Logitech, Sweden 2020 - 2024

Video Collaboration – Software Engineer

- Designed and delivered high-performance, event-driven microservices using Kotlin/Java and Spring Boot, leveraging AWS Kinesis, SNS, and SQS for reliable asynchronous processing and system decoupling.
- Maintained infrastructure as code using Terraform to deploy and manage AWS resources, along with monitoring application performance and logs using AWS CloudWatch and Kibana to identify and resolve bottlenecks and issues proactively.
- Collaborated with cross-functional teams to gather requirements, participate in architectural discussions, and drive technical decisions.
- Owned Epic Descriptions, facilitating transparent communication of task scope and timelines to ensure successful execution of architectural enhancements and new feature implementations.

Machine Learning – Intern Engineer

- Developed Eye Fatigue prevention system based on a blink detection problem that performs a binary classification.
- Worked and studied the improvement of an eye gaze algorithm for a gaze tracking system.

CERN, Switzerland 2016 - 2019

Software Engineer

- Development and maintenance of Real Time software that allows position measurement of the bunched beam.
- [Upgraded the acquisition system](#) for position monitoring devices enhancing the precision by 0.1 mm RMS.
- Development, design and management of JavaFX/Swing applications and components.

Fidesol/Open Source Foundation R&D, Spain 2014 - 2016

Junior Software Engineer

- Implemented a specialized ERP connector, enabling efficient extraction and transfer of data into a targeted platform.
- Developed a dedicated component within a web application, focusing on centralized user profile management. This included the creation of a REST API middleware, utilizing Java Spring Boot and SQL.

EDUCATION

MSc in Artificial Intelligence, *University of La Rioja*, 2021, GPA: 8.9 / 10 [Thesis selected for publication](#).

BSc in Computer Engineering, *University of Granada, Spain*, 2014, GPA: 7.1/ 10

PROJECTS

- Presented all the software achievements for the LEIR accelerator at CERN during the [Beam Instrumentation annual workshop for around 100 attendants](#).
- Developed machine learning system prototypes as [facial emotion recognition based on computer vision](#), or [emotion classification in a foreign language from speech](#).
- Developed a [system that performs object tracking and image segmentation](#) over one finger to allow it to use it as a mouse pointer (participation in HackaHealth event 2020).