

ALEJANDRO CADAVID

SOFTWARE DEVELOPER / MEDELLÍN, COLOMBIA

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EXPERIENCE

39 inc, Miami
Sept 2010 - Current

Lead Developer - Remote Position

Helped a group of 4 people (3 developers/1 designer) to successfully deliver several iOS/Web applications for clients, including Junto/Manidaries/Horror Camera, all of them currently in the App store.

As a Ruby on Rails developer built around 8 APIs for iOS applications and several internal sites for many of our customers. Some of the sites implemented were: A videos site with payments handling using Stripe and a coupons site driven by users requests

Direct contact with clients, from the project start up, to launch and maintenance of the product.

Mentez, Medellín
Jan 2010 - Aug 2010

Software Developer

Maintained a RoR application for a client called Conectenme.com, a site that allowed artists to showcase their talents with the purpose of being hired by potential employers.

Worked in the development of a payments platform called Paymentez.com built in Python under Google App Engine. Developed the transaction reporting system that was used for taxing purposes with the Brazilian government

Universidad EAFIT
Educational Informatics R&D
Sept 2009 - Nov 2009

Developer and Sys Admin

Setting up Linux servers, usually involving LAMP stack. Also setting up Windows machines for users in the lab to use, and helped to build the LDAP integration of a project management system in RoR.

EDUCATION

2012 Graduated

Universidad EAFIT, Medellín, Colombia
Systems Engineering (Comp. Sci. equivalent).

Other achievements

Google Summer Of Code, Winlibre Organization, 2009

SKILLS

- Proficient Ruby / Ruby on Rails.
- Familiar with several gems like Sorcery, Omniauth, Paperclip, Rabl, Kaminari, etc.
- Familiar with Python and Objective C
- Familiar with Javascript / jQuery
- PostgreSQL, MongoDB
- Git / Github
- Familiar with TDD (using RSpec / Unit Test / Mini Test)

PLATFORMS

- Heroku
- Amazon EC2/S3
- Linux / Mac OS