

Nicolás Jorquera Martínez

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4 years of experience as a Software Developer. I led the development of a simulator designed to estimate the behavior of a banking system. I also worked on Backend development for a payment device using bank cards, and in parallel with this project, I collaborated on the Frontend of a self-service kiosk.

PROFESSIONAL EXPERIENCE

HF Solutions

Software Engineer

Santiago, Chile

June 2024 – Present

- Frontend development for a self-service kiosk. It was implemented using Flutter and BLoC for state management.
- Implementation of a transaction flow using AWS serverless tools (DynamoDB, Lambdas, SQS, S3, API Gateway).

Assayware

Software Engineer

Santiago, Chile

February 2021 – May 2024

- Implementation of observability in a banking transaction simulation system (Mirrorbank) using Elastic Stack and Docker (2024).
- Development of a React application to simulate the behavior of a system and its nodes, including data analysis, visualization, and optimization, using TypeScript and AWS (2022-2023).
- Development of a SaaS tool to calculate resource usage by Docker applications, using React & Node.js, TypeScript, Lambda, DynamoDB, and Aurora MySQL (2021-2022).

Personal

Software Engineer

Viña del Mar, Chile

August 2022 – February 2023

- Development of Flixer, a movie and series library application using Flutter and the TMDB API, available on Android.
- Development of Flappy 2077, a Flappy Bird-inspired game built with Unity and scripts in C and C++, available on Android.

EDUCATION

Universidad Técnica Federico Santa María (UTFSM)

Electronic Civil Engineering, specializing in Computer Science

Valparaíso, Chile

December 2023

Honors: Graduated with the highest distinction and honors.

ADDITIONAL SKILLS

- Development of leadership, team management, and decision-making skills. I have led 2 projects at Assayware.
- Native Spanish speaker. Intermediate English proficiency.