OBED VEGA

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Languages

■ Spanish: Native.

■ English: 90%

Education

Master's Degree (Ongoing)

■ UTEL - 2024-2026

Bachelor's Degree

■ ITT - 2009-2012

React Bootcamp

■ Wizeline academy-2022

Skills

Frontend

- React
- CSS
- JavaScript
- Bootstrap

Backend

- Nodejs
- Python
- Java
- RPG

DBMS

- Teradada
- DB2
- SQL Server
- MySQL
- MongoDB

Proficiencies

- Quick learner.
- Problem solving.
- Ease of speech.

ABOUT ME

Product Owner / Product-minded Software Engineer with 10+ years of experience driving definition and delivery of SaaS platforms, enterprise systems, and developer tools. Skilled at gathering requirements, shaping product roadmaps, and translating business needs into epics, user stories, and scalable technical solutions. Proven ability to own and prioritize backlogs, lead cross-functional teams, and deliver user-centered products that align with business strategy. Experience includes developer platforms at Teradata and sales/billing systems at Grupo Carso.

WORK EXPERIENCE

Software Engineer at Teradata - July 2022 - Present.

Role description: Developer Portal | UI Engineering.

As a UI Engineer at Teradata, I developed web applications using React, Docusaurus, and Node.js, focusing on developer experience and documentation platforms. In addition to engineering responsibilities, I took ownership of product activities by managing the backlog, writing and prioritizing user stories, and aligning the Developer Portal roadmap with stakeholder needs.

- Product Ownership & Backlog Management: Defined epics and user stories, maintained
 a prioritized backlog based on business value, technical feasibility, and stakeholder
 input.
- Agile Practices: Planned sprints, participated in daily stand-ups, sprint reviews, and retrospectives; coordinated with cross-functional teams to align delivery with organizational goals.
- Cross-team Collaboration: Acted as the bridge between product, design, and engineering teams, facilitating clarity between business requirements and technical execution.
- Engineering Delivery: Developed responsive, scalable, and user-friendly web applications. Ensured technical feasibility of UI/UX designs while optimizing performance.
- Technical Problem-Solving & Innovation:
 - Built a Python/Django tool to detect and fix broken links across downloads.teradata.com
 - Developed a FastAPI-based REST service for generating test data and automating email delivery and formatting validation.

Key Achievements:

- Successfully owned and prioritized the Developer Portal backlog, ensuring timely delivery of high-impact features.
- Championed cross-functional collaboration, acting as the primary liaison between engineering and product stakeholders.
- Delivered product increments showcased during demos to leadership teams, demonstrating measurable improvements in developer experience.

Product Owner at Spysel - May 2023 - June 2024

Drove product definition and delivery for an early-stage IoT solution that detected heat spots using an embedded device and mobile application.

- Translated business needs into clear product requirements, user stories, and acceptance criteria to guide the development team.
- Audited and prioritized fixes to critical architectural and security flaws, ensuring a scalable and secure foundation.
- Partnered with stakeholders and engineers to redesign the system with a backend service layer, REST APIs, and real-time push notifications.
- Facilitated collaboration between mobile and backend developers, mentoring them to adopt structured practices and deliver faster.
- Acted as the bridge between business goals and technical execution, ensuring the solution met both functional and strategic objectives.

Software Engineer at Teradata - Mar. 2020 - July 2022

Role description: Sustaining Engineering

- Analyze product issues to identify the root cause of defects in Teradata database software.
- Debug, fix, and test software defects, ensuring seamless integration into the codebase.
- Provide 24/7 on-call support, troubleshooting critical customer-reported issues and ensuring system reliability.

Technologies:

• c/c++, SQL, RDBMS, TPT, Git, GitHub, Linux

Software Engineer at CCSI Aug. 2019 - Mar. 2020.

Role description: Backend Development

Technologies:

- C# and asp.net, MVC
- JS, JQuery, Ajax, CSS, Bootstrap.
- GIT, TFS, Azure DevOps.
- · Microsoft SQL.

Software Engineer at Globalhitss

Tijuana, B.C. | 2016 - 2019.

Sales Department Responsibilities:

Product and problem analysis to get to root cause of defect in TELMEX sales software.

Back-End Development:

- RPG and Free- Form.
- Data integration, data analysis.
- Experience debugging.
- Query writing.
- · Code review.

Jira Soft.

Microsoft Teams

- Report generation and documentation for end user.
- Analysis of requirements to be developed.
- Understanding of Web Services protocols such as REST and SOAP.
- Database development, SQL, DB2.

Front-End development:

- HTML5, CSS, XML, Bootstrap, Javascript, Jquery, Ajax and Datatable.
- Database development, SQL, DB2.

• Implementing of jQuery & JSON.

Other Responsabilites:

- Support to the end user.
- Coach new members in the team.

Transfer knowledge to new members in the team.

Software Engineer at Globalhitss

Tijuana, B.C. | 2014 - 2016 - Billing Project Responsibilities:

- API development used by front-end developers.
- Gathering and addressing technical and design requirements.
- Build reusable code and libraries for future use.
- Development of API for the IBM iSeries / AS400 mainframe system (RPG, Free-Form).
- Process development for ETL data from the DB (DB2).
- API integration.
- Database creation and integration.
- Troubleshoot and debugging applications.

Past experience

Technical Support, Team Lead at Excel Dist. | 2013-2014

Technical Support Engineer at Excel Dist. | 2011-2013

Technical Support at IT Department of City Hall — 2010 (internship)

Jr Software Developer at TELNOR | 2006 - 2007 (nternship)