

# Roberto Solis-Stevenson

Full-Stack / Mobile / ML Developer

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Full-stack / Mobile / ML Developer, who started as a SQL database Admin back in 2018 and was motivated to develop my own applications, as a hobby at first, but I found myself as down a road as a Python ML / Computer Vision developer, and rapidly found my way as a Mobile developer using Flutter / Dart, and Python with KivyMD, Once there it was inevitable to become a back end developer, firstly using Python / Flask, PostgreSQL and after a seasonal job and couple of clients ended up feeling like something was needed in order to release my full potential.

At that point on the road the front end seemed to be my next new big challenge, so I learned HTML5, CSS3, SASS(SCSS), and at that point discovered JavaScript, and it was love at first sight, and fascinated by the amplitude and amazing scope of possibilities, I decided to move forward into some of the main libraries, Node.js, React.js, React Native, TypeScript, Mongoose, Express, Next.js in order to become a Full-Stack Developer on my way there.

Along the way, and by the companies I worked with at that time I had the great opportunity of adding some of the most useful and revolutionary technologies out there such as Docker / Kubernetes, all time fundamentals such as Linux and libraries such as TensorFlow / Keras for ML learning Custom Model Creation.

And eventually experimented in order to self-accomplish my goals as a developer on my own brand and products, programing languages such as C++, C#, for game development and alternative implementations for clients on my parallel freelance career.

## EXPERIENCE

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### **Tzijonel Inclusive Products Project LATAM** — *September 2024 – July 2025*

Development department director, Developing inclusive products from prototype to MVP, from the brand's full-stack application, Database Architecture, ML Learning from model design, data ingestion processes and model training, to Application and mobile integration solutions for the products.

- Creation and design of a ML models in TensorFlow that best suited the product needs.
- Data ingestion pipelines and training processes for model ready to consume in keras
- Research for implementations techniques and performance efficient patterns.
- Branding Design, from logo models, front end brand responsive design and testing, corporate colors curation and complementary designs.
- Repository maintenance, CD/CI Design, implementation over AWS and Github actions over a Docker compose orchestration for multiple services (3 back ends on a single frontend).
- Complementary technologies addition on C++ for CV (Computer vision), Kotlin(for alternative multiplatform plugin creation on Flutter Multiplatform Mobile language(DART)).
- Database creation and scalability design in two database languages.
- ML learning research for bio-metrical data extraction and interpretation using LSTM models.

*\*Project selected for the D-Prize international institution as one of the best projects for social solving problems on the 2025 edition*

**TECH STACK:** Python, Flask, TensorFlow / Keras, Node.js, React.js, Next.js, Socket-IO, Docker, Kubernetes, CV2, Flutter, MongoDB, Firebase.

### **Freelance Full-stack development** — *October 2023 - present*

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Developing responsive full-stack applications for personal brands and clients, including branding and business logic assistance, Deployment and Continued integrations.

- Front end creation, according to business logic and market study, corporate palette colors curation, branding color, Hosting, domain.
- Back end / database creation according to business logic needs.
- Design services for content creation and corporate designs / branding logo Design.
- Deployment on AWS for Docker / Kubernetes multi-container applications, Azure for static web apps, including CD/CI pipelines.
- UI/UX Designer and instructor.
- 3D dynamic frontends and 3D assets integration with Three.js and Fiber.
- Custom Multimedia content creation for self-brand consume (Adobe AI-Ps-Lr) / video edition in Black Magic daVinci resolve.
- Sounds design / multimedia content creation for branding needs.

**TECH\_STACK:** *Node.js, React.js, Next.js, TypeScript, Python, Flask, SQL, PostgreSQL, Firebase, NoSQL (MongoDB), React Native, Flutter (Dart), Docker, AWS, Azure, Three.js, Blender.*

### **PQR Services [ webservices ]** — *November 2022 – September 2023*

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LATAM software services company and business Solutions [Guatemala – Honduras – Costa Rica]

- Providing Software solutions for business, clients and startups in central America.
- Designing and modifying web applications in Vanilla JS, CSS3 and HTML5, for server-side rendering type web applications.
- Providing responsive designs for single page-based web applications.
- Providing back en services [ SQL ] on restful API in Flask and Node.js
- Basic NoSQL administration and schema re-creations from relational to object-oriented DB.
- Data pipelines Architecture in Azure data bricks (spark / SQL)
- UI/UX designer.

**TECH\_STACK:** *Node.js, Vanilla JS, CSS, HTML, PUG, MS SQL, MongoDB (NoSQL), Python, Flask, JWT, Spark.*

### **TigerIX Technologies** — *August 2022 - present*

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Independent software company specialized in ML / CV applications, game development for Mobile, PS(PlayStation), Xbox and 2D games (mobile / Web), assets creation in Blender and Characters Mocap using bio-metrical technologies such Google's MediaPipe, Audio Software plugins using frameworks such as Juce(C++), Security systems(Software / Hardware) and Web Applications.

- Character Design and Mocap virtualization / animation.
- Physic basics for game development in Unity(C#) and Unreal Engine(C++).
- Pygame (Python) for 2D game implementation.
- Plug-in implementation (Python) for Blender 3D modeling program UI.
- Implementation for Mobile version of web pages and Games using Flutter.
- ML / CV applications for security and interactive camera web-based systems.
- Sound Design / mix – mastering services.

**TECH\_STACK:** *Python, C++, C#, Flutter (Dart), Open CV2, Blender.*

## **ICON Solutions** — *February 2022 - July 2022*

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Call Center Industry Emerging Company

- IT management Support / Help Desk management
- Hardware administrator
- Development of an Assets managements application, utilizing mobile development and a QR-based technologies over a database in MS SQL.
- Basic CRM like admin panel development for asset management, personal administration and locations.

**TECH\_STACK:** *Python, Vanilla JS, MS SQL, Snowflake, Tableau.*

## **Allied Global [ Sales Supervisor ]** — *June 2021 – January 2022*

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BPO solutions company providing sales services for DGA car dealership marketplace for services and sales in de US, based in Florida.

- Sales Training and sales supervisor.

**TECH\_STACK:** *MS Excel, MS Access.*

## **PQR Services [ DBA ]** — *June 2018 – April 2020*

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Side job for a LATAM software services company and business Solutions [ Guatemala - Honduras ]

- Jr Database administration support, maintenance and architecture.
- Data Ingestion pipelines and data preparation.
- PowerBI integrations / Tableau.
- Data Reporting with SnowFlake.

**TECH\_STACK:** *MS SQL, MS Excel, MS PowerBI, Snowflake, Tableau.*

## SKILLS

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### **Software:**

**Proficient:** *Python, Flutter (Dart), JavaScript, TypeScript, React.js, Node.js, SQL, Next.js, SASS(SCSS), NoSQL(MongoDB), Firebase, Git & GitHub, Docker.*

**Intermediate:** *Kubernetes, C++, Angular, Tailwind.*

**Beginner:** *GraphQL, Kotlin, Java, C#, Rust, Golang, Vue.js.*

### **Hardware:**

*RaspberryPi, Arduino, Digital Design*

### **Design:**

*Adobe Photoshop / Illustrator / LightRoom, / After Effects, Blender, Blackmagic DaVinci Resolve.*

### **Sound Design:**

*Avid Pro Tools, Presonus Studio One, Reason Studios Reason, Ableton Live, FL Studio, iZotope's products.*

## LANGUAGES

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**English:** Native

**Spanish:** Native

**German:** Beginner

**Japanese:** Beginner+

## EDUCATION

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### **Online education** – Online

*Software Engineer, 2018 – Present*

*Graphic design, 2017 – Present*

*Electronics Design, 2016 – Present*

*Sound Engineer, 2015 – 2017*

### **University of San Carlos de Guatemala** – Guatemala City, Guatemala

*Electronics Engineer, 2007 – 2010*