Lead Developer Lead Developer Lead Developer - Propopen.com Seattle, WA Authorized to work in the US for any employer Work Experience Lead Developer Propopen.com - Portland, OR March 2017 to Present Portland, OR ? First line of code to launch. Responsible for full-stack app development. Handled everything from custom configured DevOps setup on Digital Ocean to back-end architecture build-out using Ruby on Rails, to full front-end development. ? Technologies used: Ruby on Rails, Postgres, Stripe, Sendgrid, Rspec, Capistrano, Nokogiri Lead Developer Propopen.com - Portland, OR March 2017 to July 2017 - Portland, OR ? Worked in a small team as a full-stack developer, with emphasis as the lead back-end engineer. Responsible for building the main app in Rails, in addition to the client side embeddable JS app communication with a Node back-end. 3D Artist Day & Night - Portland, OR 2016 to 2017 Developed and implemented the pipeline to transfer assets from 3DS Max - Maya Python Developer NodeJs, Express, Redis, Resque, Stripe, Rspec - Portland, OR August 2015 to May 2016 Developed custom tool to import custom 3ds Max's data to Maya. Co-founder VFX Artist Caramel VFX - Guadalajara, MX 2013 to 2015 Guadalajara ? Oversaw ll hases f he D roduction f he tudio, rom re o ost-production a p o t 3 p o t s f p -t p ? Supervised he D rocess, rom odeling, igging, nimation, o ompositing. t 3 p f m r a t c Education Other Skills Python (Less than 1 year), Rails (3 years), Ruby (3 years), Sass (Less than 1 year) Links http://github.com/diegospb Additional Information TECHNICAL SKILLS >>   Rails, Sass, React, React-Native, Node, Python

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