Alexis Alejandro Sanchez Ochoa

Date of birth: 03/12/1982 | **Nationality:** Venezuelan | **Phone number:** (+34) 682458931 (Mobile) |

Email address: aasanchez@gmail.com | **Website:** https://github.com/aasanchez | **LinkedIn:**

https://www.linkedin.com/in/aasanchezo/ | **Calendly:** https://calendly.com/aasanchez |

Address: Malaga, Spain (Home)

ABOUT ME

I specialize in saving companies significant costs by replacing outdated or expensive tools with efficient internal solutions, achieving better results. My leadership experience spans overseeing teams from 5 individuals to managing organizations with over 100 members. I have mentored groups and individuals, effectively representing teams in leadership roles to business stakeholders.

My expertise lies in simplifying complex infrastructures, building processes, and tools, resulting in considerable time and cost savings for multiple companies over the years. I have a proven track record in helping development teams identify gaps in programming principles, dramatically reducing bugs, increasing production cycles, and improving system stability.

Moreover, I have developed a strategic approach to team growth, enabling companies to scale efficiently without merely increasing headcount or overburdening existing staff. By implementing the right organizational structure, I help businesses grow as tech companies, ensuring scalability and sustainability in their development processes.

WORK EXPERIENCE

03/2024 – CURRENT Remote, Malta
SOFTWARE ENGINEER MANAGER WA TECHNOLOGY

- **Team Management:** Managed two development teams (12 members), leading to a 30% productivity improvement by providing clear leadership, focused guidance, and targeted support.
- **PHP Development:** Spearheaded the creation of scalable PHP-based solutions, achieving a 7% reduction in server costs and reducing per-transaction costs by up to 2%.
- **DevOps Implementation:** Led the adoption of DevOps practices, cutting deployment time by 80% and reducing operational costs by 15% through enhanced automation and cross-functional collaboration.
- **Project Management:** Consistently delivered 95% of projects on time by meticulously managing timelines, milestones, and deliverables, ensuring project success.
- **Recruitment & Talent Development:** Accelerated the hiring process by 50% through active recruitment involvement, and enhanced team satisfaction and professional growth by 15% through regular performance evaluations and coaching.

11/2023 – CURRENT Malaga, Spain
INFORMATION TECHNOLOGY CONSULTANT EVCORE

- **Electric Vehicle Consulting:** Enabled a smooth transition into the EV industry for clients, resulting in a 35% increase in operational efficiency by advising on the adoption of electric vehicle technologies.
- **Strategic Vision Development:** Increased client business alignment by 40% by collaborating on and implementing strategic plans and roadmaps that effectively aligned engineering initiatives with overarching business goals.
- **Business Transformation Leadership:** Led transformative initiatives that drove a 25% growth in client revenue, fostering positive organizational change and technical excellence.
- **Engineering Pipeline Optimization:** Boosted development efficiency by 30% and ensured high-quality outputs by designing and optimizing engineering pipelines tailored to client needs.
- **Implementation of Best Practices:** Enhanced system reliability and performance by 20% by applying Development, Platform Engineering (DPE), Development Experience (DPX), and Site Reliability Engineering (SRE) best practices across client projects.
- **Quality Assurance & Compliance:** Reduced product defects by 40% through the establishment of rigorous quality assurance processes and compliance protocols, ensuring both product excellence and adherence to regulatory standards.
- **Career Development Consulting:** Increased employee retention rates by 15% by advising on and implementing career development programs, and offering team members clear growth trajectories and professional development opportunities.
- **Tooling and Workflow Optimization:** Improved client productivity by 35% through the recommendation and integration of advanced tools that streamlined workflows and supported engineering excellence.
- **Professional Speaker:** Delivered impactful presentations at industry conferences, educating over 500 attendees on software development, system administration, and emerging technologies, enhancing industry recognition and expertise.

01/2022 – 10/2023 Malaga, Spain
DIRECTOR OF ENGINEERING EVA GLOBAL

- **Department Expansion:** Spearheaded the expansion of the software engineering department, increasing the team size from 8 to over 100 engineers, and successfully meeting hiring needs, providing resources to all the company verticals, keeping all the departments fully aligned.
- **Roadmap Development & Alignment:** Defined and communicated the department's roadmap, aligning 10 key projects with organizational objectives, resulting in the timely launch of two major software platforms.
- **Best Practices & Quality Assurance:** Established and enforced engineering best practices, reducing the average code review cycle from 5 days to 2 days and cutting software defects by 5 incidents monthly.
- **Performance Management:** Conducted performance evaluations, which led to the promotion of multiple team members, and identified development opportunities that enhanced individual productivity.
- **Stakeholder Engagement:** Engaged with senior leadership and stakeholders to translate business needs into technical requirements, facilitating the delivery of multiple strategic initiatives that met all predefined success criteria.

Address Remote, Malaga, Spain

12/2020 – 11/2021 Malaga, Spain
SENIOR SOFTWARE ENGINEER / ARCHITECT AT PAYSLIP.COM ZARTIS

- **Software Engineering and Architecture:** Specialized in object-oriented analysis and design, effectively transforming development tasks into scalable software architectures that support long-term project growth and maintainability.
- **Coding and Standards Compliance:** Developed robust software architectures, adhering to high coding standards, which resulted in reliable and maintainable codebases that supported project success.
- **Code Reviews and Mentorship:** Conducted regular code reviews, mentoring junior developers and ensuring code quality, which led to consistent adherence to best practices and improved team skill levels.
- **Scrum Leadership:** Facilitated daily scrum meetings to ensure team alignment and track progress, contributing to the timely completion of sprints and project milestones.
- **Testing and Quality Assurance:** Thoroughly tested completed code for functionality and performance, ensuring that test coverage met or exceeded agreed-upon levels, which upheld the integrity of software releases.

Address Remote, Malaga, Spain

11/2019 – 10/2020 St. Julians, Malta
HEAD OF DEVELOPMENT GAME LOUNGE GROUP

- **Leadership in Software Engineering:** Provided technical leadership and guidance to the software engineering team, ensuring the consistent application of best practices that drove project success and maintained high-quality standards.
- **Team Management and Mentorship:** Managed and mentored a skilled team of software engineers, overseeing recruitment, performance evaluations, and professional development, which fostered a culture of continuous improvement and growth.
- **Architectural Leadership:** Led architectural and design decisions, ensuring that systems were scalable, maintainable, and secure, which enabled the organization to meet growing demands and mitigate potential risks.
- **Budget Management:** Managed the software engineering department's budget, focusing on resource allocation and cost control, which optimized operational efficiency and supported strategic initiatives.
- **CI/CD Pipeline Optimization:** Enhanced and optimized CI/CD pipelines, significantly improving development, testing, and deployment efficiency, which accelerated time-to-market and reduced operational bottlenecks.
- **Innovative Solutions Development:** Led the development of non-code solutions for SEO-friendly website generation, enhancing the organization's digital marketing capabilities and expanding its online presence.

11/2017 – 11/2019 San Giljan, Malta
FRONT-END DEVELOPMENT MANAGER ROUNDTABLE LTD

- **Team Mentorship and Development:** Provided continuous mentorship through one-on-one meetings, offering regular feedback and coaching to support the professional growth and well-being of team members, resulting in a highly motivated and skilled workforce.
- **Performance Evaluations and Salary Revisions:** Led formal performance evaluations and executed the salary revision process, maintaining team morale and ensuring equitable compensation aligned with performance metrics.
- **Estimation Process Involvement:** Actively participated in the estimation process, enhancing accuracy and reliability by asking critical questions and vetting assumptions, which added significant value to project planning and resource allocation.
- **Technical Ownership of Front-End Stack:** Owned the technical direction of the Front-End stack, overseeing its effectiveness, evolution, and integration across projects, ensuring robust and scalable solutions.
- **Internal Framework Development:** Designed and coordinated the development of an internal Angular-based framework, streamlining brand development and enabling faster, more consistent delivery of new brands.

Business or Sector Other service activities ┃ **Department** IT Department ┃

Address Spinola Park, 7th Floor, Triq Mikiel Ang Borg, SPK1000, San Giljan, Malta ┃ **Email** contact@xcaliber.com ┃ **Website** https://xcaliber.com/

12/2015 – 10/2017 Tas-Sliema, Malta
FULL STACK DEVELOPER FPO GAMBLING LTD

- **Architecture and Design Oversight:** Oversaw the architecture and design of software systems, ensuring that solutions were scalable, maintainable, and secure, which supported long-term project success.
- **Front-End Development with Angular.js:** Successfully led the front-end reconstruction of key applications using Angular.js, enhancing the user interface and improving overall application performance.
- **Back-End Development and Microservices Expansion:** Managed backend development, including API creation and server-side logic, and expanded services using a microservices architecture, which improved scalability and system flexibility.
- **DevOps and Continuous Integration:** Handled deployment and managed DevOps processes, implementing continuous integration and delivery pipelines that accelerated development cycles and improved deployment reliability.
- **Big Data Cluster Development:** Created and managed big data clusters for game data analysis using Hadoop, enhancing data processing capabilities and enabling more informed business decisions.

Address Tas-Sliema, Tas-Sliema, Malta

01/2014 – 11/2015 Cabudare, Venezuela
ASSOCIATE PROFESSOR - SYSTEMS WITH PIC MICROCONTROLLERS DESIGN UNIVERSIDAD YACAMBU

- **Curriculum Enhancement and Industry Alignment:** Consistently updated course materials, syllabi, and assessments to align with industry standards and technological advancements, ensuring students receive relevant and up-to-date education.
- **Student Mentorship and Academic Guidance:** Provided mentorship to undergraduate and graduate students, supervising theses, projects, and dissertations, which supported their academic growth and prepared them for successful careers in the industry.
- **Industry Integration and Curriculum Development:** Integrated emerging industry trends in microcontrollers and embedded systems into the curriculum, equipping students with cutting-edge knowledge and skills that meet current industry demands.
- **Academic and Industry Engagement:** Actively engaged with the academic and industry communities by organizing and participating in workshops, seminars, and collaborative projects, fostering professional relationships and sharing insights that enhance the educational experience.
- **Research Funding and Industry Partnerships:** Collaborated with industry partners to secure funding and support for research initiatives, which strengthened the institution's research capabilities and provided students with real-world application opportunities.

08/2012 – 10/2015 Barquisimeto, Venezuela
SENIOR SOFTWARE DEVELOPER TEAM LEAD CORPOCLIC C.A.

- **Senior Engineer and AWS Architect:** Specialize in AWS architecture, overseeing developer work on web services and consumer media cloud services, with expertise in Java/Jetty server management, integration with mobile/web clients, and third-party APIs like Facebook.
- **Developer Coordination and Technical Oversight:** Coordinated and oversaw the work of developers across various web services, ensuring high-quality code and seamless integration, which contributed to the successful delivery of complex projects.
- **Technology Stack Proficiency:** Expertly worked with technologies such as PostgreSQL, Redis, RabbitMQ, Neo4j, Heroku, Amazon S3, and EC2, applying these tools to build and maintain highly effective systems.
- **Technical Leadership at JuegaEnLinea and GameBet:** Acted as the senior engineer and architect, managing all technical aspects of projects at JuegaEnLinea and GameBet, from language and framework selection to the integration of technologies like Elasticsearch and MySQL.
- **Innovation in Social Media Application Development:** Led the technical development of major social media-sharing applications, driving projects from inception to deployment, which resulted in widely used, high-performance applications.

Business or Sector Information and communication |

Address Carrera 19 entre Calles 16 y 17, Edificio Flor de Lara Piso 1, Local C, 3001, Barquisimeto, Venezuela | **Website** http://corpoclic.co/

01/2009 – 06/2012 Barquisimeto, Venezuela
SOFTWARE DEVELOPER GOOD NEWS CONSULTING GROUP

- **Leader in Service-Oriented Architecture:** Spearheaded a major re-architecture project, resulting in a highly maintainable and scalable system. Expertise includes designing and documenting REST/HTTP APIs with a focus on JSON data formats and API versioning, as well as implementing and deploying multi-tenant SaaS platforms that enhance service delivery and user experience.
- **REST/HTTP API Design and Documentation:** Designed and meticulously documented REST/HTTP APIs, optimizing JSON data formats and implementing strategic API versioning, which streamlined integration and future development processes.
- **Re-Architecture Success:** Successfully delivered a re-architected, service-oriented system that not only met but exceeded scalability and maintainability goals, setting a new benchmark for future projects.
- **SaaS Platform Deployment:** Played a crucial role in the seamless deployment of a robust multi-tenant SaaS platform, contributing to improved service delivery and customer satisfaction.
- **Enhanced Software Quality:** Boosted overall software quality and efficiency by introducing and refining automated testing processes, reducing errors, and accelerating development cycles.

Business or Sector Professional, scientific and technical activities |

Address Av. Negro Primero Edif. Jabillo Real II Piso PB, Patarata, 3001, Barquisimeto, Venezuela | **Website** http://www.goodnewscg.com.ve

EDUCATION AND TRAINING

07/2006 – 09/2012 Cabudare, Venezuela
ELECTRONIC AND COMPUTER ENGINEERING COMPUTER SCIENCES Universidad Yacambu

Computer engineering deals with the design of computers and computer systems. This may involve the design of new computer hardware, the design of PDAs or the use of computers to control an industrial plant. Development of embedded systems—systems made for specific tasks (e.g., mobile phones)—is also included in this field. This field includes the micro controller and its applications. Computer engineers may also work on a system's software engineering in the design of complex software systems in the systematic application of scientific and technological knowledge, methods, and experience to the design, implementation, testing, and documentation of software

Website http://www.uny.edu.ve/

LANGUAGE SKILLS

Mother tongue(s): **SPANISH**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	B2
PORTUGUESE	B1	B1	A2	B1	A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user