

# Juan Alejandro Bernal

SOFTWARE ENGINEER

✉ jbernalxyz@gmail.com | 💻 aldevv | 🌐 jbernalxyz

## Profile

Software Engineer with more than 5 years of experience designing and developing applications using **CI/CD** techniques, experienced in frameworks such as **Django, Flask**, and working with legacy systems.

- Extensive knowledge of **Linux** and **Docker**
- Knowledge of **Python, Golang, Typescript** and others
- **SQL, NoSQL** and others like **Graph** based or **key-value** based databases
- **SCRUM**
- **Proactive** attitude
- **Self-taught**

## Experience

### Galileo

February 2022 - present

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software developer for Galileo's disputes and chargeback's product. among my responsibilities here are feature implementation, legacy platform maintenance, development, design and implementation of a customer-facing API.

- Implemented LATAM integration for disputes
- Designed and Implemented solutions while interacting with clients and associations like Mastercard
- REST API design and development

### Globant

February 2022 - present

PYTHON DEVELOPER

worked in Globant's client's projects as team augmentation

- Led team event's and meetings
- Performed tech talks
- Interviewed new hires

### Índigo Estudio Interactivo S.A.S

March 2021 – May 2022

SOFTWARE DEVELOPER

created backend with a small team for a Covid-19 alerting app by using a social network, proximity beacons and QR codes

- Created backend with Django and Postgresql
- Implementation, integration and deployment
- Maintenance

### HORUS

August 2021 - December 2021

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Processed academic resource data, designed and implemented pipeline for academic social network app

- REST API implementation
- Data Warehouse using MongoDB

### GAMACO S.A.S.

March 2019 – September 2020

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Implemented app for detection of PPE (personal protective equipment) using a camera

- Implemented deep learning algorithm using Tensorflow
- Statistical Widget creation with plotly
- Implemented data processing pipelines

### GAIA

February 2018 - January 2019

SOFTWARE DEVELOPER

Implemented app for tourism marketed towards deaf individuals using sign language and geolocation

- Implemented using Unity and Vuforia with C#
- Used Sqlite

## Education

### IT Systems Management

August 2017 - Current