

Andres Caicedo

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With over 5 years of experience as a Software Engineer and Computer Specialist, I have honed my skills in increasing reliability and performance by implementing automation frameworks, improving production infrastructure by implementing and maintaining a CI/CD pipeline, reducing database query time, and deploying new features on application builds. All while maintaining comprehensive security processes and guaranteeing that our products adhere to the most recent security requirements.

EDUCATION

Bachelor of Science in Software Engineering

University of Calgary

Calgary, Alberta | Sep 2019 - Jan 2023

Bachelor of Science in Biomechanics

University of Calgary

Calgary, Alberta | Sep 2010 - Dec 2014

Minor in Mechanical Engineering

WORK EXPERIENCE

Software Developer Engineer

Unity Technologies

Calgary, Alberta | Mar 2022 - Present

- Collaborated on the development of a new Full Stack Automation framework using Swagger UI and PostgreSQL for all application platforms built in Unity within a year.
- Contributed to the continuous production infrastructure, implementing new features in production, and enhancing the scalability, maintainability, and reliability.
- Contributed to the improvement of production infrastructure, ensuring adherence to security policies and standards, resulting in enhanced system reliability and data protection.
- Implemented PostgreSQL database indexing, leading to a reduction in overall database query execution time, and enhancing system performance and scalability.
- Collaborated with multi-disciplinary teams to reduce system errors and improve the overall performance of application features.

Computer Support Technician

University of Calgary

Calgary, Alberta | Jul 2019 - Apr 2022

- Optimized system functioning, resolving 95% of identified faults and errors, resulting in a more efficient user experience and operational workflow.
- Utilized hardware management by identifying, documenting, and tracking software and hardware in Microsoft SQL Servers, ensuring a seamless user experience for clients.
- Implemented Linux security best practices, resulting in a reduction in system vulnerabilities and strengthening information security posture.

Biomechanics Researcher

Human Performance Laboratories

Calgary, Alberta | Sep 2015 - May 2018

- Improved research planning and execution, making recommendations that boosted efficiency. Resulting in streamlined processes and optimizations.
- Programmed statistical tools in C++, Java, and MATLAB to analyze muscle fiber force depression, aiding in research that was published in the Journal of Biomechanics.

VOLUNTEERING & LEADERSHIP

Project 90

Calgary, Alberta | Apr 2019 - Nov 2022

Lead Software Developer

Work in the Go Baby Go project to help design prototypes and test toy ride-on cars for children with disabilities in Calgary.

Competitive programming club

Calgary, Alberta | 2019 - Aug 2022

Competitor (C/C++, C# and Python)

Participate in weekly competitions with problems focused on memory management, speed, logical thinking, and complex algorithms.

PUBLICATIONS

Adaptive Bandwidth Throttling in Radio Access Networks

Sep 2023

University of Calgary

Effects of fiber type on force depression after active shortening in skeletal muscle

May 2015

Journal of Biomechanics

SKILLS

- | | | | |
|----------------------------|-------------------------------------|--|------------------------------|
| - Active Directory | - Engineering | - Oracle | - Software Quality Assurance |
| - Application Development | - Game Development | - PL/SQL | - SQL |
| - C# | - Hyper-V | - PostgreSQL | - Systems Analysis |
| - C++ | - Java | - Process Analysis | - Systems Implementations |
| - Computer Networking | - Javascript | - Project Planning | - Teamwork |
| - C (Programming Language) | - Linux | - Python (Programming Language) | - Technical Analysis |
| - Customer Support | - Management Information Systems | - Quality Assurance | - Technical Support |
| - Data Analysis | - Microsoft Office | - Representational State Transfer (REST) | - Test Automation |
| - Data Entry | - Object-Oriented Programming (OOP) | - Rust | - Unity |