ANDONI FLORES

Santiago, Chile

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Summary

Experienced software engineer with four years of hands-on experience in developing web applications as a full-stack developer using Python, Flask, React and AWS. Proven ability to work efficiently in a team and deliver projects on time. Strong communication skills demonstrated through collaboration with product managers and stakeholders. Dedicated to developing high-quality software and improving user experiences Recently transitioned into the gaming industry, where I honed my skills in backend engineering for a demanding and dynamic environment, also demonstrating adaptability and a quick learning curve in a fast-paced environment.

Technical Skills

Languages: Python, C#, HTML/CSS, JavaScript, SQL, Java, NoSQL, Typescript
Developer Tools: AWS, Postman, Git(GitHub), MySQL, Redis, Jenkins
Technologies/Frameworks: API REST, Flask, ReactJS, Tailwind, .NET

Experience

Gala Games (The Walking Dead: Empires)   August 2024 - December 2024
Backend Engineer   *Santiago, Chile*

- Fixed long awaited community bugs, contributing to raise the game polish and lower gameplay frustration.
- Delivered staging builds of the project using Jenkins to be used by the team for testing rounds.

ServiceRocket   April 2022 – July 2023
Software Engineer   *Santiago, Chile*

- Developed and maintained web applications mainly for the Atlassian marketplace, using Python, Flask, ReactJS, AWS, and CSS.
- Led the development and delivery of the Answer Survey Reminder feature for Surveys for JSM, using AWS to schedule the lambda function that processes the pending reminders and managed to get a 30% feature adoption rate positioning this feature as the top 4 feature for Surveys for JSM.
- Collaborated with product managers and stakeholders to gather requirements and ensure successful implementation of new features.
- Maintained and improved existing features in multiple apps, ensuring high performance and user satisfaction.
- Participated in code reviews, providing feedback to improve code quality and maintain best practices.
- Actively contributed to the agile development process, including sprint planning, daily stand-ups, and retrospectives.

Shift   February 2020 – April 2022
Software Engineer   *Santiago, Chile*

- Developed and maintained Shift primary product, an HR management web application.
- Led the development of a shift managing module using Javascript, said module allowed admins to manage (add, edit, remove) shifts for employees, also allowing double shifts per day.
- Established a critical funcionality that parsed data on the application to a spreadsheet file, slashing the time destined to this operation by roughly 50%
- Participated in developing the revamp of the UI using ReactJS.

Education

Universidad de Tarapacá   Mar. 2013 – Dec 2019
Bachelor of Science in Computer Science & Engineering   *Arica, Chile*

Universitat de Valencia   Sep. 2018 – Jan 2019
Exchange Program   *Valencia, Spain*