



Gabriel Gómez Corredor

Software Engineer

Systems Engineer with an emphasis on software development, information systems, and project management. I possess strong leadership qualities, teamwork skills, and a results-oriented mindset in professional environments that demand challenges and goal achievement. I believe in the possibility of a technologically sustainable world through the proper implementation of software solutions that enable scalability, maintainability, evolution, and innovation in the technological developments of the companies building the future.

Work experience

Lead Software Developer

Universidad de Los Andes April 2023 - Present

Responsible for the management and evolution of two platforms: Academia Institucional and Portafolio Docente. In charge of strategic decision-making in architecture, service definition, and solution implementation. In addition to leading the team, I actively contribute as a backend developer and oversee deployment management within their respective architectures.

Full-Stack Developer

Universidad de Los Andes Nov 2021 - April 2023

Full-Stack Developer for the Academia Institucional platform at Universidad de Los Andes. Responsible for code implementation and platform adjustments. Technologies used: Java / Methodology: Scrum and GitFlow / Version Control: GitHub

Back-End Developer

Universidad de Los Andes Aug 2021 - Nov 2021

Back-End Developer for the Academia Institucional platform at Universidad de Los Andes. Responsible for back-end code maintenance of the platform

Project and Consulting Software Services

Kawsana

Dec 2023 - Present

Platform that connects nature service providers with clients to offer unique outdoor experiences anywhere in Colombia.
Back-End Development: Spring Boot, Java.
Database: PostgreSQL.
Deployed on AWS.
Key Features:

- Interactive offers map
- Internal Chat (message and file sharing)
- Automated email system
- Cron jobs

<https://kawsana.co>

Hound Software Agency

Dec 2024 - Present

CTO committed to transforming ideas into scalable, high-impact technology solutions

Education

Universidad De Los Andes

2025 - Present

Master in Software Engineer and Computer Science

Pontificia Universidad Javeriana

2017 - 2022

Software Engineering Undergraduate

Cumulative GPA: 4.08/5.00
Honors Thesis: 4.70/5.00

Contact

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Skills

Programming languages
C, C++, Java, Python, R, PHP, JavaScript, TypeScript

Personal skills:

- Flexibility in adapting to change during project development.
- Ability to lead multiple projects simultaneously across different languages and scales
- Analytical mindset when approaching challenging situations.



Volunteering

Computer Science teacher

Colegio Instituto Técnico Distrital Julio Flórez
Feb 2021 - Jun 2021

Topics
-Object-Oriented Programming in PHP.

-Introduction to SQL Databases using XAMPP.

Language

Advanced English
- B2 Level