David **Fernández Liras**

Senior Backend Developer · Tech Lead · Java, Python & CI/CD

About me

Proactive Senior Software Developer with 5+ years of experience in enterprise systems, CI/CD automation, and team leadership. Skilled at delivering scalable solutions and mentoring developers in multicultural environments

Core Stack

Langs: Java · Python · Kotlin · .NET
Fwks: Spring · Angular · Android
DBs: Oracle · PL/SQL · MySQL
DevOps: Git · GitLab CI/CD · Jenkins
Other: UNIX/Shell · Jira · Confluence

Languages

Spanish	C2	Native
English	C2	●●●●
French	C1	●●●○

Soft skills

· Leadership & Mentoring
· Communication & Collaboration
· Problem-Solving
· Pressure Management

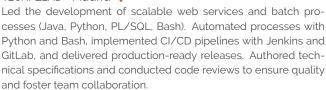## Interests

· Open source
· Game Development
· AI

Contact

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Móstoles, Madrid

Resumé

Oct 2022–Sep 2025 — **Senior Consultant / Tech Lead**
TECH. LEAD · Madrid 📍
Led the development of scalable web services and batch processes (Java, Python, PL/SQL, Bash). Automated processes with Python and Bash, implemented CI/CD pipelines with Jenkins and GitLab, and delivered production-ready releases. Authored technical specifications and conducted code reviews to ensure quality and foster team collaboration.

Sep 2021–Oct 2022 — **IT and process consultant**
TEAM LEAD · Madrid 📍
Developed and implemented customer requirements for international clients. Automated processes with Bash and C#, built applications and web services in C# and VB, and maintained SSIS packages for data integration. Resolved incidents proactively, improving system reliability and client satisfaction.

Oct 2020–Sep 2021 — **Java Technical Support Engineer**
ENGINEER · Madrid 📍
Executed bug fixing and development in Gosu. Performed QA and performance testing, maintained applications and services, and created knowledge base documentation in Confluence. Actively engaged with clients to gather requirements and provide support.

Oct 2020–Sep 2022 — **Freelance Developer**
TECH. LEAD · Europe 📍
Built systems in C++ and C# for AI, combat, and inventory mechanics, enhancing gameplay performance. Supervised dev teams, enforced code quality standards, designed intuitive UIs, and balanced gameplay to optimize user experience.

Oct 2019–Mar 2020 — **Developer Internship**
INTERN · Madrid 📍
Supported development in Pro C/C++ and Java, database management with PL/SQL, and unit testing. Helped maintain services to ensure performance and availability.

Achievements

· Reduced deployment times through CI/CD automation with Jenkins and GitLab.
· Delivered enterprise solutions for clients in Spain, France, Portugal, and Germany.
· Mentored developers and conducted technical reviews in multicultural teams.
· Developed and published freelance game projects with AI, UI, and gameplay systems.

Degrees

2018–2020 — **Multiplatform Application Development**
CERTIFIED · C.E.S. Afuera 🏛

2017–2018 — **Software Engineering**
COURSEWORK, YEAR 1 · Universidad Politécnica de Madrid 🏛

Certificates

2025 Godot 101 – Game Engine Foundations
2024 People Booster: Priority Management
2023 Digital Boost AI Beginner
2021 Guidewire Certified Specialist