Erick Raul Pajares Balceda

Software Developer

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Professional Summary

Full stack software developer with hands n production experience and a strong track record building real time, data intensive systems. Self taught foundation since age 15, now formalizing studies in Software Development at SENATI. I combine backend and frontend skills across Node.js, React, PostgreSQL, Redis, Leaflet, and more. I've led high impact projects such as Allenabled video surveillance, real time radio tracking, and municipal process automation—delivering reliable, efficient, and results oriented solutions.

Core Skills

Languages & Frameworks: JavaScript/TypeScript, Node.js, Express, React, PHP/Laravel (basic), C/C++, Java (intermediate), Assembly

Backend: REST APIs, WebSockets, JWT, API Keys, Sequelize, Payload CMS, node-cache

Frontend: React, Redux, MUI, Leaflet.js, Tailwind CSS, HTML5, CSS

Databases: PostgreSQL, SQL Server, MongoDB, Redis

Geo/Mapping: Turf.js, Google Maps API, Leaflet

DevOps & Deployment: Git, GitHub, PM2, Docker, Nginx, Linux, Windows Server

Video Surveillance / IoT: Axxon PSIM, Hikvision, Hytera, RTSP, ISAPI, Playwright, Puppeteer

Professional Experience

Full■Stack Analyst/Developer — Fravatel EIRL

Jul 2025 – Present

- OTP code service: TypeScript REST API (SOLID), Redis TTL & one■time invalidation, HMAC■SHA256 (no codes stored in plaintext), rate limiting, audit logging; multi■tenant with Payload CMS and MongoDB.
- File encryption/decryption for banking institutions: AES■256■GCM (scrypt + salt/iv/tag), on■the■fly ZIP streaming with backpressure, filename preservation via Content■Disposition; structured logs; PostgreSQL/Redis; web client with real■time progress.
- Outage alerts via push notifications: Mobile app with Expo/React Native (expo\u00e4notifications, EAS, FCM v1/APNs), web app in Vue 3, NestJS backend with ICMP/HTTP health checks; ExpoPushToken & push receipt management with automatic pruning of invalid tokens.

Coordinator — Communications & Video Surveillance Center (CECOM) — Municipalidad Distrital de San Juan de Lurigancho

Jan 2025 - Mar 2025

- District camera map (610 cameras): Centralized live control and monitoring (Hikvision AI) achieving 100% coverage and faster field response; improved operational efficiency by 30%.
- Bodycam management: Assignment, management, and control of bodycams for field units, boosting supervision and coordination—100% tracked units.

- Proactive camera health monitoring: ICMP, ISAPI, RTSP, and handshake checks for 99% network availability; 50% improvement in outside plant operations.
- Real time District Observatory: Integrated weather, river flow, field incidents, server health, bodycams, and active cameras into live KPIs—45% higher responsiveness and shift efficiency.

Full Stack Developer — Subgerencia de Serenazgo — Municipalidad Distrital de San Juan de Lurigancho

Aug 2024 - Dec 2024

- Integrated surveillance map (TETRA radios): Geolocation and safe■zone geofencing (Turf.js); reduced incident response times by 35%.
- Dolphin technology integration: Reverse∎engineered real∎time radio positioning with automatic out∎of∎zone alerts; increased unit traceability by 30%.
- Facial recognition attendance: Attendance system using Axxon; automated receipts and RUC sheets—40% fewer registration errors and higher administrative efficiency.
- Digitalization of citations and fines: End
 to
 end workflow for acts/fines with real
 time tracking; 35% faster
 processing and better transparency.
- Sports field reservation platform: Online booking eliminated in person queues; 50% increase in reservations and improved citizen satisfaction.

CCTV Operator — Municipalidad Distrital de San Juan de Lurigancho

Jun 2024 - Aug 2024

- Live monitoring of the district using a high definition camera network; coordinated field personnel via radio for immediate incident response.
- Visual analytics for early incident detection, cutting emergency response time by 30%.
- Strengthened operations by improving comms between the monitoring center and field teams.

Full■Stack Analyst/Developer — Group Cadavra S.A.C.

Dec 2023 - May 2024

- Built full stack apps with React and Node.js, aligning frontend and backend; performance optimizations reduced page load time by 40%.
- Designed RESTful services and DB integrations (PostgreSQL/MySQL) with secure data handling and automation of critical processes.
- Agile collaboration (Scrum) with designers and QA to accelerate feature delivery.
- Ongoing system diagnostics, architectural improvements, and mitigation of vulnerabilities, sustaining 99.9% service availability.
- Business impact: streamlined inventory management and customer experience for Medipharm (Group Cadavra).

Sales Team Coordinator — Royal Prestige (Self■Employed)

Jan 2018 – Dec 2023

- Led and coached a high performance sales team with ongoing training programs.
- Built data driven sales strategies, tracking KPIs to improve conversion efficiency.
- Personalized customer service models increased retention and long

 meterm relationships.
- Delivered sustained growth through coordinated campaigns in a competitive market.

Education

- Software Development with AI SENATI (Jan 2025 In progress)
- Information Technology Cibertec (Jun 2024 Dec 2024)
- Web Development Instituto Soy Henry (Feb 2024 Jun 2024)
- B.S. in Animal Science Universidad Nacional José Faustino Sánchez Carrión (Huacho, Lima, Peru)

Languages

Spanish: Native

English: Advanced (C1)

Featured Projects

Gestiona te (2024)

End

to

end personnel management for the Subgerencia de Orden Público (serenazgo, enforcement, transport). Facial

recognition attendance, locador payments, and justification workflows.

Tech: Node.js, React, Redux, Express, MUI, Sequelize, PostgreSQL, Axxon PSIM, WebSockets, Multer Live: gestiona■te.munisjl.gob.pe

Integrated Real Time Surveillance Map (2024)

Live monitoring of on∎foot, motorized, and mobile units; shows location, defines safe areas, and triggers alerts on zone exit.

Tech: Node.js, React, Redux, Express, MUI, Sequelize, PostgreSQL, Redis, Axxon PSIM, Socket.IO, Turf.js, Multer.js

Backend Repo: github.com/gunminiho/mapaintegral_back