

# Esteban Abanto — Software Developer — Backend & Critical Systems

Lima – Peru

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## Professional Summary

Software Developer with **5+ years of experience** building real-time applications and critical systems in production. Specialized in **C# for high-availability applications** and **JavaScript/TypeScript for modern backend development**. Proven track record maintaining critical software for live broadcasts with massive audiences, resolving production incidents under pressure, and delivering multiple freelance projects. Strong experience in databases, software architecture, and full-stack development. Currently expanding skills in modern backend technologies and cloud computing.

## Technical Skills

**Languages:** C# (Advanced), JavaScript/TypeScript, Python, SQL

**Backend:** Node.js, Express, RESTful APIs, WebSockets, Software Architecture, Asynchronous Programming

**Frontend:** React, Next.js, Responsive Design, Tailwind CSS, HTML5, CSS3

**Databases:** MongoDB, PostgreSQL, MySQL, SQL Server — Schema design, Complex queries

**Tools:** Git/GitHub/GitLab, Unity3D, VS Code, Visual Studio, Docker (conceptual)

**Methodologies:** Clean Code, SOLID, Refactoring, Production Debugging, Agile/Scrum

**Cloud:** AWS/Azure (conceptual), CI/CD (GitHub Actions - conceptual)

**Other:** Data Science (Pandas, NumPy), Game Development (Unity3D, Photon Engine)

## Work Experience

### TV Perú

Lima, Peru

Software Developer

January 2023–Present

- Development and maintenance of **4 critical systems in C#** for live broadcasts with national audiences, ensuring continuous operation in high-pressure production environments
- **Sole owner of the complete development cycle:** requirements analysis with stakeholders, architecture design, implementation, deployment, and production maintenance
- **Real-time critical incident resolution** during live broadcasts, debugging and deploying fixes under zero-tolerance-for-failure conditions
- Systems developed: (1) Real-time interactive game application, (2) Dynamic content management platform with JSON generation, (3) Synchronized virtual avatar system, (4) Authentication and access control web platform
- Design and implementation of database schemas (MongoDB) and progressive migration of legacy systems to modern web architectures with Next.js
- Version control management with Git (GitLab/GitHub) and direct coordination with multidisciplinary production teams

### Independent Projects

Remote

Freelance Full-Stack Developer

2021–Present

- Development of **multiple projects** for diverse clients, several currently in production, including web applications, management systems, and interactive solutions
- Building web applications using **React, Node.js, Next.js** with focus on scalable architecture and user experience
- Development of **RESTful APIs** and backend systems with database integration (MongoDB, PostgreSQL) and external services
- Design of relational and NoSQL database schemas, business logic implementation, and query optimization
- Implementation of mobile-first responsive interfaces following modern best practices

## TDC SAC

Software Developer

Lima, Peru

April–November 2023

- Development of immersive VR experiences and interactive applications using Unity3D and C#
- Implementation of multiplayer systems with Photon Engine, handling state synchronization and real-time events
- Performance optimization using Unity Profiler, application of design patterns and SOLID principles
- Work in agile multidisciplinary teams delivering projects on tight deadlines

## Rebel Rabbit (RBLRBT SAC)

Software Developer

Lima, Peru

February 2022–March 2023

- Feature implementation, legacy code refactoring applying Clean Code and SOLID principles
- Workflow optimization and quality assurance through testing and code reviews
- Collaboration with designers to implement pixel-perfect interfaces

## Net Dreams / REGOB EIRL

Software Developer

Lima, Peru

January 2021–January 2022

- Development of interactive digital entertainment applications for government initiatives
- Formal recognition for code quality and consistent project delivery

## Featured Projects

**Critical Systems Suite (TV Perú):** Complete development of 4 production applications for live broadcasts: interactive game system, dynamic content collector, synchronized virtual avatar, and authentication platform. Handled real-time debugging during national broadcast. (*Production since January 2023*)

**Ephemeral Chat:** Real-time chat application built with Next.js, Node.js, and WebSockets. Non-persistent architecture by design, focused on ephemeral communication. Includes responsive interface and real-time updates. (*GitHub: <https://github.com/esteban-abanto-2709/Ephemeral-Chat>*)

**Multiplayer Web Game:** Social simulation game (Habbo Hotel style) developed in Unity with Photon Engine. Client-server system with real-time state synchronization, handling 100+ concurrent users. Implemented during pandemic for educational platform. (*Production - Toulouse Lautrec*)

**Diverse Freelance Projects:** Development of full-stack web applications, REST APIs, content management systems, and data visualization dashboards. Experience with multiple technology stacks and deployment in different environments.

## Education

### Universidad Tecnológica del Perú (UTP)

Systems Engineering, In progress

Lima, Peru

2023–2027 (Expected)

### Toulouse Lautrec

Technical Career in Video Game Design, Specialization: Programming and Production

Lima, Peru

2017–2020

### Coder House (Argentina)

Data Science Certification, Specialization: Data Cleaning, Visualization, Analytics with Python

Online

2022

## Languages

**Spanish:** Native

**English:** Intermediate (B1) – Actively progressing to B2

## Additional Skills

**Technical:** Problem-solving under pressure, Advanced debugging, Complete project ownership, Legacy code refactoring, Performance optimization, Scalable architecture design

**Soft Skills:** Effective communication, Autonomous work, Project management, Fast learner, Adaptability, Remote work experience