

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

- 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

Lima, Peru

April–November 2023

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