



Gabriel Núñez

Senior Software Engineer

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Hi! I'm Gabriel, a Senior Angular Developer with over 12 years of IT experience. For the past 8 years, I have thrived in agile team environments. My curiosity and passion for technology have driven me to explore various roles and technologies, ranging from backend to frontend development, with some exposure to infrastructure as code. I am dedicated to contributing positively to team dynamics by offering assistance and fostering a collaborative and enjoyable working atmosphere.

Skills

I already know

Angular

TypeScript

Firebase

Lit element

React.js

.NET

NestJS

Nx

Redis

PostgreSQL

Docker

Terraform

I want to learn

Astro

SQLite

I speak

Spanish

native

English

B2

Education

Software Engineering

ORT University of Uruguay

March 2010 - July 2020

Work experience

Software Engineer

Appinio

January 2025 - now

As a Software Engineer at Appinio, I am responsible for developing and maintaining scalable web applications that support the company's rapid growth. My work focuses on building robust front-end solutions using Angular and Nx, ensuring high code quality and performance. I

collaborate closely with cross-functional teams to deliver features that enhance user experience and drive business value.

Technologies: Angular, Nx, TypeScript

Senior frontend developer

July 2021 - September 2024

Wefox

In this position, I built a modern and responsive platform that enabled Wefox brokers to provide a better experience for their customers. This role involved several challenges, including leading the creation of dynamic journeys to achieve flexibility in the product creation process and integrating web components to maintain a consistent style across all company applications. I worked primarily with Angular as the main framework and Lit for web components.

Technologies: Angular, Nx, Lit element, TypeScript, Cypress

Fullstack developer

June 2018 - July 2021

UrulT

At UrulT, I gained valuable experience working on projects for high-profile clients such as Telefónica and Bloomberg Tax. I utilized my expertise in React, Angular, .NET and .NET Core to contribute effectively to these projects. Additionally, I expanded my skillset by working with cloud technologies like Kubernetes, Helm, and Terraform, further enhancing my ability to deliver robust and scalable solutions.

Technologies: .NET, React.js, Angular, Docker, Kubernetes, Terraform, AWS

Full-stack developer

March 2017 - June 2018

PhonelQ

At PhonelQ, a unified communications startup, I leveraged my expertise in .Net, MSSQL, and Knockout to develop and integrate features for their platform. I also skillfully integrated the platform with external services like PubNub, Twilio, Salesforce, and Kazoo.

Technologies: .NET, WebRTC, Twilio, Azure

.NET developer

July 2013 - March 2017

HRU

In my first role as a developer, I worked on developing and maintaining applications for the Maroñas Racecourse and casino rooms in Uruguay. This role provided a great learning experience as we handled the entire development cycle, from design to deployment. I primarily worked with .NET MVC, but I also developed a native Android application using Java.

Technologies: .NET, Android

Teaching Assistant Professor

April 2011 - December 2012

ORT

In my first professional role, I served as an assistant instructor of programming and robotics for teachers across Uruguay under the Ceibal Program. We used Scratch for programming and Lego NXT as the programmable device. It was a very enjoyable and rewarding experience.

Technologies: Scratch

Other Projects

Web ASH

March 2024 - now

Web Ash is a non-profit project created for an NGO that rescues abandoned animals in Uruguay. Besides providing all the information about the NGO, the website allows administrators to create adoption listings and registered users to post announcements about lost animals. It was developed using Angular and Firebase. The site is still pending full production release, so the URL is currently a preview link.

Demo: <https://animalessinhogar.com.uy/>

Technologies: Angular, Firebase

Flags Mastery!

December 2022 - June 2023

Flags Mastery! is an educational game designed to help people learn the flags of the world. Developed using Angular and recently updated to utilize NgRx Signals Store, it's a PWA, allowing it to be played on mobile and offline. The game is available in multiple languages and features configurable difficulty levels.

Demo: <https://flags.gabrieluy.com>

Repository: <https://github.com/gabrieluy/flags-quiz>

Technologies: Angular

Chaski lot

May 2020 - May 2021

Chaski IoT was my final degree project. It was a platform that enables third-party applications to communicate and interoperate with devices using Internet of Things (IoT) protocols (Like MQTT and COAP) through a well-defined API. The backend was developed with NestJS, utilizing RabbitMQ, Redis, and PostgreSQL for message queue management, caching, and data storage respectably. The admin interface was built using Angular.

Team size: 4 people

My role: Full-stack developer

Company: Sonda

Category: Web app, IoT

Technologies: NestJS, Redis, RA, PostgreSQL, Angular