Gerónimo Giordano

Software Engineer | Backend & DevOps

Mendoza, Argentina • github.com/gerogiordano08 • https://gerogiordano08.github.io/Landing-Page/ •
gerogiordano08@gmail.com • 2612507730 • traderegistry.tech

Computer Science student and Software Engineer focused on building scalable backend architectures and cloud-native deployments with a proactive approach to system security.

EDUCATION

Universidad de Mendoza Mendoza, Argentina
Ingeniería en Informática (5-year program). Equivalent to a Bachelor of Science in Computer Science
Graduation Date: Expected 2028

Relevant Coursework: Operating Systems, Data Networks, Database Design, Computer Architecture, Systems Analysis, and Discrete Mathematics.

Language: English (C1 - Advanced) , Spanish: Native

TECHNICAL SKILLS

- **Languages & Backend:** Python (Django, Pygame, Pytest), SQL (PostgreSQL), JavaScript.
- **Cloud & DevOps:** Oracle Cloud Infrastructure (OCI), Docker, Docker Compose, Nginx, Gunicorn, Linux (Ubuntu/Debian).
- **Databases & Caching:** PostgreSQL, Redis.
- **Tools & Automation:** Git, GitHub, Cron Jobs, Django Management Commands, Shell Scripting.
- **Frontend:** Bootstrap 5, HTML5, CSS3

TECHNICAL PROJECTS

The Trade Registry | Lead Full-Stack Developer & DevOps | July, 2025 – Present

- Architected a financial dashboard with Django and Bootstrap 5, integrating a PostgreSQL relational schema and RESTful APIs to process and analyze live market data.
- Deployed a containerized production environment on Oracle Cloud (OCI) using Docker & Docker Compose, achieving 100% environment parity through secure, multi-stage builds.
- Hardened system security and performance by implementing a custom honeypot, automated IP blacklisting, and Redis caching to optimize data retrieval and minimize API latency.

Backgammon Engine | Lead Software Engineer | Aug 25, 2025 - Nov 1, 2025

- Engineered a modular Python game engine using a Controller-Core pattern to decouple core logic from CLI and Pygame interfaces.
- Achieved 90% code coverage via Unittest, ensuring system reliability through rigorous testing of complex game mechanics and state transitions.
- Implemented Redis as a high-performance persistence layer for automatic game-state saving and seamless session recovery.