Gerónimo Giordano
Software Engineer | Backend & DevOps

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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.