

# Gustavo Meza De Lama

Software Engineer  
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## TECHNICAL SKILLS

### Programming Languages

JavaScript	8 years
TypeScript	2 years
Java	6 years
C#	4 years
C++	3 years
Python	2 years

### Frameworks, libraries, and platforms (JavaScript)

React	5 years
Redux	2 years
Testing	4 years
Webpack	2 years
Node.js / Express	3 years
AngularJS	1 year

### API Development

Restful Web APIs	5 years
SOAP	4 years
GraphQL	2 years

### DevOps tools

Git	9 years
Docker	2 years
Continuous Integration Tools (Jenkins, Travis)	5 years

### Platforms and Databases

AWS	3 years
SQL (Oracle, MySQL, PostgreSQL)	7 years
NoSQL (MongoDB, Cassandra)	3 years

### Others

Unity	4 years
Jira	4 years

## PROFILE

Software Developer with over fourteen years of experience. Detail-oriented, team worker, motivated, passionate about the development of quality products and continuous learning. I have worked in multiple agile projects, applying practices as Test Driven Development and Continuous Integration, and delivering for multiple platforms. Proficient in English and French.

## EXPERIENCE

### Montreal, Canada

#### 08-2019 **Frontend Developer - Conova AI** Current

**Internal Project.** 08/2020 – Current Project

Developing a cloud-based application using AWS Amplify, GraphQL and React on the client.

Principal Technologies and Tools: AWS Amplify, TypeScript, Jest, React, Storybook, GraphQL, AWS AppSync and GitHub.

**National Bank of Canada.** 08/2019 – 08/2020

Developing Office 365 applications with the SharePoint Framework 2019 based on React.

Principal Technologies and Tools: TypeScript, React, Node.js, GitHub and Jenkins

#### 12/2018 **Frontend Developer – One Span.** 03/2019

Worked on the responsive user interface of company's flagship product for electronic signatures.

Principal Technologies and Tools: ES6, React, GraphQL, Jest, Mocha, Sinon, Material UI, Gitlab and Jenkins.

#### 07/2017 **Developer – Bandsintown.** 11/2018

Worked on the responsive web application *Manager Web*, a web application used for events management (concerts and tours) and stay connected with fans.

Principal Technologies and Tools: ES6, React-Redux, Sass, Webpack, Node.js,

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## EDUCATION

Pontifical Catholic University of Peru  
Software Engineer. 2010  
Bachelor of Software Engineering. 1999-2005

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## OTHERS

- Unity Certified Developer. 2016 - 2018
- Certified Java Programmer. 2010
- Game Design and Development Specialization. Coursera – Michigan State University. 2016
- Computer Graphics. Coursera – UC San DiegoX. 2016
- Machine Learning. Coursera – Stanford Online. 2018
- Using Python for Research. edX – HarvardX. 2018

09/2016  
06/2017

### ● **Unity Game Developer - Edoki Academy.**

Development of mobile educational videogames. iOS and Android

Principal Technologies and Tools: Unity, C# and GitHub

08/2015  
05/2016

### ● **Full Stack Developer - Excel SoftSources.**

Maintenance of responsive web application for Video Ad Monetization for a client located in the USA.

Principal Technologies and Tools: ES6, React, Node.js, Express, MongoDB, Restful Web APIs, Mocha, Zencoder, Travis and GitHub

09/2013  
07/2015

### ● **Developer - Belatrix Software Factory.**

Worked on different projects for companies located in the USA. Implementation and Maintenance of Web Applications.

Principal Technologies and Tools: AngularJS, Mustache, SCSS, Restful Web APIs, Jasmine, Node.js, Express, Java, JUnit, Hibernate, MySQL and Git.

03/2006  
02/2013

### ● **Specialized Analyst – National Superintendence of Tax Administration of Peru.**

Like CRA (Canada) or IRS (USA). Multiple projects for both, Internal Taxes and Customs departments.

Principal Technologies: Java, Spring, SOAP Services, JUnit, C++, WebLogic, Dojo, Oracle 11g.