# JAVIER ALEJANDRO BELMONTE

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GitHub | LinkedIn | Portfolio

### **EXPERIENCE**

**IBKnowledge** Remote

DevOps Engineer

April 2023 - Present

- Main responsibilities:
  - Designing, implementing and maintaining CI/CD pipelines, automating the testing, building, and deployment of software changes to multiple environments.
  - Managing and scaling infrastructure for distributed systems and microservices.
  - Designing and implementing software and services to support our products and automate our processes.
- Hightlight achivements:
  - Helped with the infrastructure, integrations, development, automation, and deployment of the go-live of our product. Standardized build and release pipelines to reduce cycle times.
  - Employee of the month October 2023.

Software Engineer

April 2021 - March 2023

- Main responsibilities:
  - Designing, developing, testing, and debugging software programs and applications.
  - Creating technical documentation and user manuals to help with software deployment and training.
  - Collaborating with cross-functional teams to identify and prioritize software requirements.
- Hightlight achivements:
  - Helped in releasing two web apps from architecting to production.
  - Employee of the month November 2021, December 2022

### **Purdue University**

Graduate Research Assistant at Convergence Design Lab

West Lafayette, Indiana, USA August 2018 - August 2020

- Main responsibilities:
  - Researching and assisting with topics related to IoT, robotics, and software engineering. Prototyping.
- Hightlight achivements:
  - Developed and implemented an IoT architecture that allows control and data visualization of machines remotely through virtual reality, or in site through augmented reality.

### **EDUCATION**

## **Purdue University**

West Lafayette, Indiana, US August 2018 - August 2020

**Machine Learning** 

Focus: Design of Mechatronic Systems, Control Systems

Master of Science in Mechanical Engineering | GPA: 3.77/4.00

Software Architecture

Thesis: "Design and Implementation of an Internet of Things Architecture for Immersive Interfaces"

### **SKILLS**

**Tools and technologies** 

C#	C++	PowerShell	JavaScript	Node.js	Microsoft Azure	Git
.Net Framework	Python	Bash	NoSql	MySql	JSON	XML
Industry knowledge						

**Design Patterns** Languages Native Spanish Advanced English (C2) Intermediate German (B1)

#### SCHOLARSHIPS AND AWARDS

Fulbright Scholarship

Agile Methodologies

**Full Tuition Award** 

Bicentenario Scholarship

Sponsor: Fulbright Commission | 2018 - 2020 Sponsor: Purdue University | 2018 - 2020

Sponsor: Ministry of Education of Argentina | 2009 - 2014

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### **CERTIFICATIONS**

Microsoft Certified: Azure Fundamentals