

JAVIER ALEJANDRO BELMONTE

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EXPERIENCE

- **JBKnowledge** Remote work
April 2021 – Present
Software Developer
 - Responsibilities:
 - Configure CI for microservices and web/mobile applications.
 - Configure Azure infrastructure using IaC. Configure and release promotable builds onto Azure.
 - Write clean, testable, and maintainable code prioritizing time and space complexities, best practices, and design patterns.
 - Research new technologies and build proofs of concept to determine their technical feasibility (Queues, Functions, Service Bus, Tables, Blob Storage, Cosmos DB).
 - Serve as technical lead for the members of the team. Follow an agile product development process using Scrum.
 - Design API specifications, develop new features, fix bugs, maintain code, and migrate functionalities to improve services.
 - Back-end development using C#, .NET 6, integrating REST, SOAP, and Microsoft Azure cloud services.
 - Accomplishments:
 - Employee of the month November 2021.
 - Helped in releasing two web apps from architecting to production.
 - Pushed forward test automation initiatives for unit and integration testing.
 - Standardized build and release pipelines of a microservice architecture.
- **Purdue University** West Lafayette, Indiana, USA
August 2018 – August 2020
Graduate Research Assistant at Convergence Design Lab
 - Responsibilities:
 - Research and assist with topics related to IoT, robotics, and software development. Prototyping.
 - Accomplishments:
 - Developed and implemented an IoT architecture that allows control and data visualization of machines remotely through virtual reality.
 - Designed, developed, and manufactured an automated storage management system with IoT qualities, that allows to keep track of stock smartly and remotely.

EDUCATION

- **Purdue University** West Lafayette, Indiana, USA
August 2020
Master of Science in Mechanical Engineering | GPA: 3.77/4.00
Focus: Design of Mechatronic Systems, Control Systems
Thesis: "Design and Implementation of an Internet of Things Architecture for Immersive Interfaces"

SKILLS

- Programming languages: C#, JavaScript, Python, C/C++, Assembler, Bash
 - Front-end: HTML, CSS, React, Bootstrap
 - Back-end: Node.js, Express, MongoDB, Mongoose, SQL, .NET, Cosmos DB
- Version control: Git (GitHub, GitLab, Azure Repos)
- Virtualization: Docker
- Embedded Systems: Arduino, STM32F10X, Raspberry Pi, ESP32
- Languages: Native Spanish | Advanced English (C2) | Intermediate German (B1)

CERTIFICATIONS

- **Microsoft Certified: Azure Fundamentals**

SCHOLARSHIPS AND AWARDS

- Fulbright Scholarship Sponsor: Fulbright Commission | 2018 – 2020
- Full Tuition Award Sponsor: Purdue University | 2018 – 2020
- Bicentenario Scholarship Sponsor: Ministry of Education of Argentina | 2009 – 2014