

Jorge Andrés Cruces Ortiz

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PROFESSIONAL EXPERIENCE

Andes

Front-end Software Engineer

Alameda, California,
United States (Remote)

June 2024 - July 2025

- I maintained a PWA using Vue, reaching over 5,000 monthly active users, with integration and support for both Android and iOS platforms.
- Implemented CI/CD pipelines in Bitbucket and AWS CodePipeline, incorporating unit tests and E2E tests with Cypress, ensuring at least 80% coverage in a high-complexity application.
- Integré herramientas de inteligencia artificial para automatizar procesos, incluyendo un agente para revisión automática de pull requests y generación de changelogs sin intervención manual.

Niuro

FullStack developer

Santiago, Chile

January 2024 – June 2024

- I developed a platform to manage sales orders for LymphaPress, tracking patients, clinicians, payers, referrals, and orders for medical equipment used in lymphedema treatment.
- Deployed serverless functions in AWS Lambda and integrated services with other AWS resources, ensuring scalability, fault tolerance, and cost-effective infrastructure.
- Implemented backend services using FastAPI, creating RESTful endpoints to efficiently handle business logic.

IBM

Blue Journey, Student Program

Santiago, Chile

July 2023 – January 2024

- Together with Vida Security, through the IBM Blue Journey program, I improved two critical applications—the private insurance portal and the SIC/TAD system—ensuring operational continuity during the transition to a new CORE database.
- Configured CI/CD pipelines and deployed services in Azure DevOps, optimizing production releases and ensuring continuous service delivery with minimal downtime.

Kwiyx (Internship and Part-time)

Backend Developer

Santiago, Chile

April 2021 – July 2022

- Developed and optimized REST APIs using TypeScript, Express, and Django REST Framework, ensuring scalable and maintainable backend services.
- Deployed backend services on AWS using Lambda functions, S3 buckets, and API Gateway, ensuring high availability, serverless infrastructure, and reduced operational overhead.

Universidad de Chile

Teaching Assistant and Assistant Instructor

Santiago, Chile

January 2024 – July 2025

- Teaching Assistant: Design and Programming Methodologies CC3002 and Assistant Instructor: Game Engine Architecture CC5512.

EDUCATION

Universidad de Chile

Computer Engineering and Computer Science

Honors: Outstanding Student 2023

Santiago, Chile

2020-2025

TECHNOLOGIES

- **Languages and Frameworks**
 - TypeScript, Python, PHP, FastAPI, Django, Express, Vue3
- **Tools**
 - AWS, Docker, Git, GitHub, CI/CD Pipelines, JIRA
- **Databases and Testing**
 - PostgreSQL, MySQL, PyTest, Jest

ADDITIONAL INFORMATION

- Languages: Spanish (native), English (C2), Portuguese (basic), Russian (basic).
- EducationUSA [Academy Scholar](#) (U.S. Embassy).
- Selected for the First Platanus Build Night.
- First place — DefHack Nido de las Águilas Hackathon (2019)