Jonathan Puglla L.

Software Engineer
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PERFIL

I am a passionate, detail-oriented software engineer actively seeking opportunities to contribute my problem-solving skills and strong communication abilities to innovative software projects. Proficient in Python, JS, and TS with the flexibility to learn new languages as needed.

EDUCATION

Software Engineering – Escuela Politécnica Nacional

Quito, EC (2019 - 2024)

Development of an integrative project focused on the design and implementation of a chatbot on a virtual desktop, using Google Firebase as a secondary deployment platform.

WORK EXPERIENCE

Information Technology Analyst II – Ecuadorian Army

Quito, EC (Apr 2024 - Current)

- Implementation of new software technologies, such as microservices and Docker containers, into the Integrated System of the Ecuadorian Land Force (SIFTE).

Computer Forensics and Cybersecurity Assistant – Fextor International

Quito, EC (December 2022 – Apr 2024)

- Preparation of forensic reports, achieving a successful resolution rate for the investigated cases.
- Implementation of cybersecurity awareness campaigns.
- Conducted comprehensive analysis of illegal software distribution across various digital platforms, contributing to the identification and mitigation of intellectual property infringement.

Software Developer Intern – Stack Builders

Quito, EC (July 2023 – December 2023)

- Development of a monitoring platform inspired in Vanta using Django and Amazon Web Services (AWS).
- Evaluation of open-source libraries such as FP-TS and improvement of training repositories.
- Active participation in the open-source community, contributing to the enhancement of the Haskell library "inflections."

Information Technology Intern – Escuela Politécnica Nacional

Quito, EC (April 2022 – November 2022)

- Corrective and preventive maintenance of hardware and software.
- Configuration and setup of and FPT server for the Faculty of Systems Engineering.
- Collaboration in the development of web applications.

Teaching Assistant – Escuela Politécnica Nacional

Quito, EC (June 2022 – September 2022)

- Software development in C++ and OpenGL for desktop operating systems, delivering high-performance applications.
- Individual tutoring for students with technical learning difficulties.
- Creation of interactive applications using C# and Unity.

SOFT SKILLS

Effective communication; Emotional intelligence; Project management; Time management; Adaptability; Teamwork; Leadership; Creativity; Persuasive communication; Self-learning; Critical thinking.

HARD SKILLS

BDD; TDD; Scrum; Python; C++; C; JavaScript; TypeScript; Haskell; Java; HTML; CSS; SCSS; Tailwind; Bootstrap; Firebase; SQL; Git; GitHub; Celery; HubSpot; Redis; Jira; Asana; Django; React; Next JS; Golang.

CERTIFICATES

- Introduction to Career Skills in Software Development, LinkedIn
- English Proficiency C1, CEC-EPN
- Training at the XXV Iberoamerican Conference on Software Engineering CibSE 2022

REFERENCES

PhD. Diego Riofrío – Manager, Escuela Politécnica Nacional
Professor at Universidad San Francisco de Quito
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Eng. Sebastián Taraguay – Manager, Fextor
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