

Leonardo Ortiz Morales

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Summary

Software Engineer with 12+ years of experience working on software development. Strong in mobile development, embedded systems and high performance-scalable cloud architectures. Passionate about agile methodologies and highly effective teams.

Keywords

Android, iOS, Swift, Kotlin , Java, Go, AWS, Kafka, IoT, Embedded, React Programming, Bluetooth, JavaRx, SwiftRx, TDD, Agile, Scrum, Git.

Experience

Principal Software Engineer at Molekule

San Francisco CA/Costa Rica
November 2017 - Now

As the sole Principal Software Engineer at Molekule is my responsibility to ensure all the different software teams (Embedded, Cloud & Mobile) share the same vision and follow the best engineering practices to ensure the quality and delivery of our products. Part of my daily work include: architecture design and proofing, research and development of new technologies, work side by side with the development teams on feature augmentation and gather requirements from different stakeholders. Some of the projects I have been involved are:

- Golang Implementation of the Constrained Application Protocol (CoAP)

As part of the effort to assist the embedded team, I implemented a CoAP server in order to be able to test via a REST API the different hardware modules embedded in the Molekule's electric boards. Aside from the server, I wrote the client for testing Bluetooth, Wifi, LCD display and ROM memory. All of this was written using Golang and targeted for ARM9 processors.

- Centralized Event Architecture

A Kafka/AWS/Hive stack for tracking and Analyzing customer events coming from any of the Molekule's software products. Every client (Mobile Apps, Web portal and Firmware) use a common https interface for pushing new events. The event is processed on the backed and stored in a Data Base for later analysis.

- Continuous Build integration for Mobile Apps

Along with the Mobile Engineering Manager, I designed and implemented a Continuous Build Integration System for the Android and iOS apps. It uses a Github/Nevercode/Hockeyapp stack for building, testing and publishing the mobile apps. Every time a developer pushes new code into a specific branch, the CI system will build the app and distribute it among the corresponding groups (Developers, QA, Field testers, Stakeholders)

- Android and iOS apps Rewrite

As part of the constant effort of remove technical debt, the Stakeholders and the Mobile Team decided to rewrite the current mobile apps using modern languages (Swift 4 and Kotlin). The goal is to move from a monolithic architecture to a library-based micro architecture where all the functionalities are self-contained in functional modules and the information is shared using react programming and lambda functions. This is a work in process.

Software Architect at Intralinks

Boston MA/Costa Rica

November 2014 - September 2017

Member of the Research and Development team at Intralinks. During that time I worked on different projects for secure encrypting files, user authentication through iBeacons and similar Bluetooth devices, mobile notification architectures (Lightstreamer, Firebase) and Hybrid development using React Native.

Senior Software Engineer (Contractor) at Gorilla Logic

Costa Rica

February 2014 - October 2014

Senior mobile developer, worked on E-Commerce applications on both Android and iOS.

Senior Software Engineer at Fi-Mobile

Costa Rica

May 2012 - November 2014

Mobile and Web developer for Fi-Mobile, a Texas based financial institution.

Principal Software Engineer at BOSZ digital

Costa Rica

May 2011 - May 2012

Principal software engineer for the mobile team. Worked on mobile apps using augmented reality for various clients.

Software Engineer and Scrum Master at GAP, Avantica, Ridgerun and Intensa

Costa Rica

May 2005 - May 2011

Education

Major on Computer Engineering

Costa Rica Institute of Technology

2000-2005

Scrum Master

Scrum Alliance

2006

Travel Info

USA Visa B1/B2

Personal Projects

<https://github.com/leohackerman>