

# Leonardo Gago

Electronic Engineer & Developer

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### About Me -

I am an Electronic Engineering and self-taught developer.

I am a passionate about the Linux world, open source and technology. I learned to program in the first years of the University and then I was acquiring knowledge in a self-taught way both on the frontend and on the backend, learning different technologies, languages and paradigms.

I am fond of electronics games and I like to play guitar.

### Interests -

Linux IoT Data Science

DevOps Embedded Systems

Backend Distributed Systems

# **Work Experience**

2010 – Now Ingeniero de Laboratorio Employee

Tecnical suport Level 2, repair and installation of professional

Video and Audio equipment.

Maintenance and administration of Windows and Linux servers. Installation and configuration of professional equipment for re-

cording rooms and TV studios.

2014 – 2015 **Development IoT** Freelance

Development of a WebApp for management and control Arduino

devices.

#### **Education**

2003 – 2018 Electronic Engineering University

Universidad Tecnológica Nacional FRBA, CABA.

2000 – 2002 Electro-Mechanical Technician High School

E.E.S.T. N°5, John F. Kennedy, Lanús.

### **Personal Projects**

2020 Minex

Development of a client SDK for Minio/S3 on Elixir.

Technologies: Elixir

2019 blob-viewer

Development of an App blob management for the Azure platform.

Technologies: Go, Javascript/Typescript, React.

2018 **AdBus** 

Development of a backend and IoT software for the visualization and management of multimedia content for LED sign advertising

in buses.

Technologies: Go, NATS, gRPC, Minio/S3.

2017 MusicBot

Development of a Discord bot for play radio streamings and You-

tube audio.

Technologies: Go, Docker

### **Events and Courses**

2020 Maratón Behind The Code 2020. Event: IBM 2020 Intro to Deep Learning with PyTorch. Course: Udacity

### Languages skills



Native Medium, Technical

# **Technologies**



















