Patricio **López Juri**

SOFTWARE ENGINEER · FULL-STACK DEVELOPER · BLOCKCHAIN ENGINEER

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"Computer programs should be understood as a medium and not as an end."

Summary

Creator of software for humans. Civil Industrial Engineer and Software Engineer with 4+ years of experience building apps and tools. Specialized in architecture, infrastructure, web development, mobile development, Blockchain and a thing or two in Machine Learning. Expert in React.js, Node.js, Ruby and Python. Some experience with Swift, Java, Kotlin, C#, C, and Go.

Digital nomad (worked remotely from +35 countries), biking, foodie, vinyl record collector, music nerd, veggie, and sustainability enthusiast.

Work Experience

ConsenSys.net
Remote - Brooklyn, NY, USA

SOFTWARE ENGINEER
Jan. 2018 - PRESENT

- Architect of the TokenFoundry.com platform where we raise more than US$30 million from the sales of Virtue Poker and FOAM tokens during 2018 in a legal and secure manner. Handled thousand of users and seamlessly incorporated the Ethereum blockchain to handle payments.
- Successfully integrated Know-Your-Costumer services into the platform to prevent money laundry and to blacklist politically exposed users.
- Implemented a versatile quiz system to prevent speculators from purchasing tokens.
- Built a flexible and smart React component library with styled-components and server-side rendering.
- Successfully instructed and managed team and code-base to ensure a consistent code quality.
- Built software and systems that integrated with the Ethereum blockchain on the frontend and on the backend.
- Customized pip modules related to OAuth2 and its integration with Django 2.
- Implemented a GraphQL API in a microservice-based architecture for DaisyPayments.com. For asynchronous communication satisfactorily defined Kafka event format and standards.
- Designed and implemented an authentication and authorization system for public API and internal services.

Pontifical Catholic University of Chile - Postgraduate School
Santiago, Chile

ADJUNCT INSTRUCTOR PROFESSOR
Aug. 2017 - Dec. 2017

- Imparting course: Technologies and Applications of the World Wide Web to 10 professional students.
- Designed from scratch a course with hands-on methodology using Ruby on Rails.
- Lessons about HTTP, business models and basics of web design.
- Recorded programming session about Ruby on Rails, HTML and CSS for the classroom.

ImpulsoDocente
Santiago, Chile

FREELANCE SOFTWARE ENGINEER
Jun. 2017 - Nov. 2017

- Design and implementation a mobile to help teachers improve their methodology through videos and feedback.
- Built with React-Native, Redux and Ruby on Rails.
- Addressed UI/UX concepts and taught product-management methods (Kanban) to clients.

FEUC (Federación de Estudiantes de la Universidad Católica de Chile)
Santiago, Chile

FREELANCE SOFTWARE ENGINEER
Jan. 2017 - Aug. 2017

- Lead the requirement gathering, design and implementation of a mobile app built with React-Native and Redux with a Express.js, Keystone.js and MongoDB backend.
- Available at `https://github.com/open-source-uc/FEUC-mobile` and got arround 5000 downloads (iOS & Android).

Booz cl
Santiago, Chile

FREELANCE SOFTWARE ENGINEER
Mar. 2017 - May. 2017

- Implement shopping cart and a search feature with Node.js, MongoDB and jQuery.
- Code refactoring caused several improvements such as increased overall speed and reduced client-side files size.

egghead.io
Remote

EGGHEAD INSTRUCTOR
Mar. 2017 - PRESENT

- Prepare, record and edit an online video course about developing modern JSON WEB APIs with Koa and the latest JavaScript semantics. (Work in progress).

Mediastream SpA *Santiago, Chile*

Software Engineer *Dec. 2016 - Dec 2017*

- Research about Functions as a Service (FaaS) and evaluate the project of splitting the main monolithic service built with Express.js and MongoDB to migrate to AWS Lambda and DynamoDB.
- Lead developer at the design and implementation a full-stack application with Koa, Amazon RDS, React, React-Native and Redux with shared code-base between mobile and web with i18n support.
- Prepare and evaluate technical interviews for senior candidates.
- Improve developer experience (DX) by setting a developer-friendly and debuggable environment.

Núcleo Milenio Centro de Investigación de la Web Semántica – CIWS *Santiago, Chile*

Freelance Software Engineer *Oct. 2016 - Oct. 2017*

- Lead developer in charge of updating the official website to a new CMS in Node.js and MongoDB from Python and MySQL.

Honors & Awards

2017	**Participant**, Facebook International Hackathon 2017		*California, USA*
2017	**1st Place**, Facebook Chile Regional Hackathon 2017		*Santiago, Chile*
2017	**Honor**, Outstanding Student (Engineering at Pontifical Catholic University of Chile)		*Santiago, Chile*
2014	**2nd Place**, Start-up Weekend Chile		*Santiago, Chile*
2014	**Best Social App**, ChileHack		*Santiago, Chile*

Presentation

Blockchain Latam Submit *CDMX, México*

Speaker representing DaisyPayments.com (ConsenSys) *Jul. 2019*

- Introduced DaisyPayments project and talked about the different implementations of subscription-based projects using the Ethereum blockchain.

Blockchain Submit Uruguay *Montevideo, Uruguay*

Technical Speaker at Blockchain workshop *Sept. 2018*

- Ethereum workshop: introduction to Web3 with Metamask, Ganache and Solidity.

Writing

Anatomicis Network: A Cloud-based Educational Software Platform to Enhance Anatomy Teaching in Medical Education *Journal ISI*

Research and development *Jan. 2016 - Jul. 2016*

- Product manager and lead developer of a group of 10 last-year computer science student.
- Requirement gathering, design and implementation of a cloud-based teaching and learning platform with live editing, quizzes and 3D medical anatomical models.

Advanced Programming in Python *CONICYT Founded Project*

Book Writer *Sep. 2015 - Sep. 2016*

- Participant in the writing of a book about advanced programming concepts and usage in Python. Wrote a chapter about Webservices and Networking.

Education

Pontifical Catholic University of Chile *Santiago, Chile*

Civil Industrial Engineer, Computer Software Engineering *Mar. 2012 - Dec. 2017*

- Successfully incorporated GitHub Classroom (classroom.github.com) into many Computer Science courses. Activly participated in the migration of many courses from SVN and Java to modern technologies like JavaScript and Python.
- Led open-source organization for student-developed software. See `https://github.com/open-source-uc`.
- Local ACM group participant, designer and community manager.
- Recognized teaching assistant.

Extracurricular Activity

Alma Máter UC *Santiago, Chile*

Member *Jan. 2014 - Jan. 2016*

- Design and development of a mobile app for iOS and Android (Objective-c & Java). It had over 30.000 downloads. It was a free mobile app for the students of the Pontifical Catholic University of Chile