Manuel Andrés Carrera Galafate

Backend Engineer `4+ years`
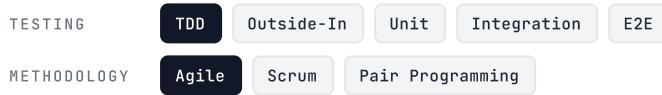
✉ maancga@gmail.com 📞 +34 660 08 52 02 in linkedin.com/in/maancga github.com/AcidManu 📍 Spain · Remote

Backend Engineer with expertise in designing and building systems using Domain-Driven Design, clean architecture, and test-driven development. Specialized in modeling complex business domains, defining clear boundaries, and ensuring long-term maintainability. Experience across distributed systems, cloud-native architectures, and enterprise environments.

TECHNICAL SKILLS

LANGUAGES	`TypeScript` `Java` `Python` `C++`
BACKEND	`Node.js` `NestJS` `REST` `gRPC`
ARCHITECTURE	`DDD` `Clean Architecture` `Hexagonal` `CQRS` `Microservices` `Event-Driven`
CLOUD	`AWS` `Docker` `Kubernetes` `OpenShift`
DATABASES	`PostgreSQL` `MongoDB`
OBSERVABILITY	`Grafana` `Loki`

WAYS OF WORKING

TESTING	`TDD` `Outside-In` `Unit` `Integration` `E2E`
METHODOLOGY	`Agile` `Scrum` `Pair Programming`

EXPERIENCE

⭕ Acid Tango   Feb 2022 — Present
Backend Engineer · Consulting

Inditex — Logistics & Operations   Nov 2025 — Present
Backend engineer on enterprise logistics systems. Led migrations from on-premise to OpenShift-based infrastructure. Incident management and production support in 24/7 environment. On-call rotation one week/month handling critical incidents.

`Java` `OpenShift` `Grafana` `On-call`

Neuromify — Mental Health Platforms   Jul 2025 — Oct 2025
Backend engineer for two mental health products: Neuromify (stress reduction program) and Psicodeportes (platform for health professionals to manage appointments and patient follow-ups). Developed user management, scheduling workflows and business logic.

`NestJS` `TypeScript` `PostgreSQL`

Affinity Petcare — Sales Web Manual   Apr 2025 — Jul 2025
Backend developer for web-based sales manual platform. Designed and implemented ETL processes to synchronize data from PIM (Akeneo) into CMS. Ensured data consistency, transformation and automated synchronization pipelines.

`Node.js` `ETL` `Akeneo`

Rabbit — Retail & Supply Chain   Jul 2024 — Mar 2025
Backend developer for large-scale retail supply platform serving small local stores across Mexico. Designed microservices within AWS infrastructure. Implemented serverless components using Lambda and event-driven architectures.

`TypeScript` `AWS Lambda` `Microservices` `Event-Driven`

Acciona — Global Education Platform   2024 — Jun 2024
Backend lead for global education platform with 15k+ users worldwide. Modeled courses and enrollment workflows with multi-step approval processes. Built ETL pipelines with asynchronous updates. Integrated webhooks for Algolia AI-powered search.

`Lead` `NestJS` `ETL` `Algolia`

Joyerías Te Quiero — Trading Backoffice   2022 — 2024
Backend developer for gold and silver trading backoffice. Modeled sales, purchases and booking operations with full transaction traceability (CQRS and event-driven patterns). Designed accounting reports (CSV, PDF, Excel). Implemented CSV import pipelines, RBAC and automated CRON jobs.

`NestJS` `CQRS` `PostgreSQL` `MongoDB`

○ Codebay Innovation
Mar 2021 — Feb 2022

Full Stack Developer · CMS Experts

Italian National Lottery (SuperEnalotto)
2021 — 2022

Backend development with Java on Adobe Experience Manager (AEM) for the Italian National Lottery. Introduced automated testing practices where none existed before.

`Java` `AEM` `Selenium`

Internal Tools
2021

Developed internal web scraping tool that added value across multiple company projects. Introduced frontend test automation using Selenium.

`Web Scraping` `Selenium` `Automation`

SIDE PROJECTS

Pokémon Card Bot

Bot that scrapes Pokémon card data and publishes updates to Discord. Initially prototyped in n8n, later rebuilt as a custom TypeScript service. Features web scraping with Puppeteer, automated cronjobs, and Docker deployment with automated tests.

`TypeScript` `Discord API` `Docker` `Puppeteer` `Cron`

Envite Card Game

Multiplayer card-based video game built in Godot with backend-driven architecture. Core game logic handled via RPC calls with servers hosted on AWS. Assets generated with ChatGPT. Playable on itch.io.

`Godot` `RPC` `AWS` `Multiplayer` `itch.io`

ARTICLES & PUBLICATIONS

CQRS and Read/Write Models

Explains CQRS pattern for separating read and write logic in software architecture. Covers how to improve maintainability, security and performance by using specific models for each use case.

`Acid Tango Blog`

Pull Requests like a Google Engineer

Six principles for effective code reviews based on Google practices. Covers mentor mindset, prioritizing technical facts, quality comments, and balancing rigor with team empathy.

`Acid Tango Blog`

EDUCATION

Computer Engineering (CS Major)
Universidad de La Laguna · 2017 — 2021

LANGUAGES

Spanish `Native` English `Professional`