FRANCISCO JAVIER BELTRÁN

Head of Engineering
Tech Lead
Software Engineer

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PROFESSIONAL PROFILE

Electronic engineer with wide experience in the software industry, through leading designing and implementing diverse software and hardware solutions. I have capacities to create a product from scratch and to support and expand an existing product, my focus is on lead, design and develops quality software products.

Throughout my professional experience, I worked on each part of the software lifetime and worked in pro of a common goal with teams of all sizes.

I consider myself as a team player, always putting the need of the team before the personal achievements and willing to get the objective of the company.

I am good handling people and clients.

KNOWLEDGE

Electrical Engineer (2012) Escuela Colombiana de Ingeniería.

Other studies:

- Finding Hidden Messages in DNA – UC San Diego (2015).

Bioinformatics: Introduction and Methods 生物信息学: 导论与方法 – Pekin university (2014).

PROFESSIONAL EXPERIENCE

Software Manager

(October 2022)

Orca-Test:

Lead the design and implementation of the software controller for an Integrate circuits tester, that handle different kinds of wafers in real-time production process also creating and desing internal applications to improve the time to market of differents teams that create wafer tests and hardware desings.

Main Responsibilities

- *Recruit, mentor and lead the software team*
- *Create the tech roadmap for the company.*
- *Handle the Software team budget.*
- *Architect and build new applications for the team.*

Technology Stack

- *Python*
- *C*
- *Pascal*
- *Docker*

Head of Engineer

(September 2020 – October 2022)

Frubana

In Frubana as head of engineer I lead the dev team in all the software process (design, implements, test and support) in agile environment, creating solutions to make our operation more efficient, also creating a technological roadmap for the creation of all our software products, working with product and business to move the kpis and improve the unit economics of the company

Main Responsibilities

- Create a global Tech roadmap for the team.
- Manage and Mentor the dev team.
- Create and Execute Coding Dojos and Coding Katas.

- Onboarding and Mentoring for actual and new Team Members.
- Design Architecture for the new features to be develop
- Create a Tech RoadMap to move from legacy software to the new Architecture.
- Develop and Code Review in multiple software projects.
- Create and adapt algorithms for optimize the logistics.

- *Python.*
- *Java.*
- *Golang.*
- *C.*
- *Docker.*
- *AWS.*

Tech Lead.
(January 2019-September 2020)

Frubana

In Frubana I lead a team of 20 people during all the software process (design, implements, test and support) in agile environment, creating solutions to make our operation more efficient, and achieving to reduce the cost of the logistics and warehouse in a 5%.

Main Responsibilities

- Create and Execute Coding Dojos and Coding Katas.
- Onboarding and Mentoring for actual and new Team Members.
- Design Architecture for the new features to be develop
- Create a Tech RoadMap to move from legacy software to the new Architecture.
- Develop and Code Review in multiple software projects.

- Create and adapt algorithms for optimize the logistics.

Technology Stack

- *Python.*
- *Java.*
- *Golang.*
- *C.*
- *Docker.*
- *AWS.*

Tech Lead.
(June 2019-December 2020)

Alkanza

As a tech lead, I was responsible for contributing to the development and to supporting objectives of the Alkanza engineering team, helping to lead the development team in designing and implement business requirements from a technical perspective, the size of my team was 5 engineers.

Main Responsibilities

- Handle the one on one and career path for the team.
- Onboarding and Mentoring for actual and new Team Members.
- Be part of the Architecture design table to review and improve actual and new.
- Create a Tech RoadMap to move from legacy software to the new Architecture.
- Develop and Code Review in multiple software projects.

Technology Stack

- *Python.*
  - *Django.*
  - *Flask*
  - *Falcon.*
  - *Numpy.*

- o *Pandas.*
- *Docker.*
- *AWS.*

Senior Full Stack Developer.
Alkanza
(May 2018 – June 2019)

As a Senior Developer my work is to develop solutions to specific requirements and to lead and support junior developers so they can learn and be better for the company, also I do some architecture designs for the main products, here I use microservices focus architecture and python as main programming language.

Main Responsibilities

- Design and Develop new features for the Alkanza ecosystem
- Onboarding and Mentoring for semi senior and junior developers.
- Support for existing software solutions in multiple software projects.

Technology Stack

- *Python.*
    - o *Django.*
    - o *Flask.*
    - o *Falcon.*
    - o *Numpy.*
    - o *Pandas.*
- *Docker.*
- *AWS.*

Search Architect Contractor
Grability
(July 2016)

This was 3 months consult to improve the search algorithm for the rappi platform, we create a search algorithm based on the phonemes of the word and no based-on tags or

similarity search, we made some initials test of the product and it reduce the search time to the half improving the memory and processor uses.

Main Responsibilities

- Create an algorithm to improve the search engine on the early state of rappi.

Solutions Architect.
Pammos Solutions
(July 2015 – May 2018)

As a solutions architect my main job was to design some product based on the product owner requirements and lead the develop team and the hardware team to create a full product, also I support the product owner as a technical consultor with different clients. Here I worked on IOT, C#, Java, python and some drivers on C.

Level 3 Operational Engineer
SPRING MOVILE SOLUTIONS
(May – July 2015)

Work as a scrum developer to fix bugs and improve the Quality of the product.

Senior Biometrics Engineer
IDENTICA S.A
(November 2013 – May 2015)

Develop software products to avoid the electoral fraud inside my country, we create an amazing platform that assures that the voting pool was free of fakes ids.
Also, I work in a solution for the ex-guerilla deserters with the Colombian reintegration office.

Jr. Research Assistant
ESCUELA COLOMBIANA DE INGENIERÍA
(June – November 2013)

As a researcher I worked on the biomedical team to create videogames using Kinect technology to rehab some injuries on the shoulders and arms.

ACADEMIC EXPERIENCE

Professor at Sabana College.

Worked on the medical faculty teaching how to apply the engineering to the medicine.

Professor at Sergio Arboleda College.

Worked teaching how to develop software and advanced design patterns and architecture classes.

Languages:

- Spanish, Native.
- English, Advanced.

Programming Languages:

- Java, Intermedium.
- Python, Advanced.
- C, Advanced.
- C#, Advanced.
- Java Script, Basic.

Agile Frameworks.

- Scrum.
- Kanban.
- Lean.

Source Controls

- TFS.
- Git also Git Flow.
- SVN