

Matias Fabian Lecaros Aranis

m.lecaros.aranis@gmail.com

National Identifier: 16089275-7

Phone: (+56 9)81840242

PROFESSIONAL GOAL

I'm looking to reach a master generalist software developer and learning about game design. I have the vision of using and sharing every tool and personal skills I have to accomplish an effective contribution to the organization looking for an all-round continuous growth and delivered value.

SKILLS AND KNOWLEDGE

- ☐ Versatility at facing problems along with a great learning capability.
- ☐ Excellent IT technical background: System administration, software development process, plenty of experience with various software development frameworks and deployment platforms.
- ☐ Strong soft skills keeping a safe and comfortable environment that emphasizes productivity.
- ☐ High knowledge using specialized tools for developing interactive graphic systems like Unity3D and Construct2.
- ☐ Formal and self-taught game development education, trying to keep a wholesome point of view.
- ☐ Advanced knowledge of the English language(speaks, writes and hears).
- ☐ Native Spanish speaker.
- ☐ AWS Cloud practitioner - Certified 2022-2025.

WORKING EXPERIENCE

GLOBANT

- ☐ Java Developer (December 2021 - **Present**):
 - Working in an internal development cell used to both keep staff engaged doing development and delivering a couple of products, one of them being a GUI to showcase the results of gaming activity and the other a backend for a recycling application.
 - Part of agile cell working on identity strategy system as part of an evolutive support cell, working with components built on Java and AWS as cloud service provider.

ZENTA GROUP

- ☐ Full Stack Developer (March 2021 - December 2021):
Working on a microservice architecture processing incoming retail product information, part of a big chilean retail. The project had high development standards, building with JAVA Spring boot doing unit and overall testing with Mockito. Connected architecture using GCP's Pub/Sub.

SOCIAL IT

- ☐ Lead Software Developer (October 2020 - February 2021):
Set up development environment and process guidelines, some formal instruction on development for junior developers on the team. Working with Django(Python) on a workflow system solution running React on the front-end.

DGD - Digital government division

- ☐ Software Developer (July 2020 -December 2020):
Maintaining code for web applications built on Python, Javascript and Java. With frameworks Django, Flask, Vue.js and Spring boot respectively.

ETTRANS

- Software Engineer (July 2018 - June 2020):
Member of the team in charge of defining, implementing and maintaining software solutions for the organization. Had to maintain and migrate legacy solutions from RoR to Python + Django, new prototypes were developed using .netCore and ReactJs, also managed corporate data services.

TRANSITUC

- Software development Engineer (May 2018 - July 2018):
First approach to both Transit's and eTrans's software products and infrastructure. RabbitMQ and asynchronous data input.

EVERIS CHILE / SDI-SII

- Solutions Assistant (June 2017 - May 2018):
Worked as a JAVA + AngularJS developer for the SII(Servicio de impuestos internos), a government organization in charge of tax collection, making improvements on a tool called "Propuesta de declaración del F29".

TREBOL-IT / BANCO FALABELLA

- Assistant Software Engineer (December 2016 - Jun 2017):
Worked as assistant of the leading project manager throughout the whole development process of a tool used to process input to be used on a credits risk evaluation software. Had to interact with dev, qa and production teams. The tools were built using C and JSP, code which I had to eventually review.

EDUTECNO

- Unity3d Programmer (November 2014 - May 2015) Member of a proactive team that produced minigames with educational purpose, working with Unity and C#.

LEAR Software E.I.R.L.

- Software Engineer (March 2014 - 2019) Running the enterprise to achieve a proper brand positioning on the market, besides being in charge of all the technological infrastructure and development.
- Mobile app development (2019) GO + Flutter used to develop "SanoySalvo.cl" the newest project of LEAR Software.

SACE INGENIERIA

- Part-Time Software Engineer (2011 -2016) In charge of planning and implementing software solutions for some of the organization's projects.

CONTROLBAR Solutions

- Part-time Technical Support (September 2014 - December 2014) Member of the support team, helped defining process for the technical support area.

Freelance

- Programmer/Web Developer (January 2012 - March 2014) On several small external projects, delivering simple implementations.
- Videogame programmer (April 2012 - June 2012) Support to a group of students to get them to create a working platformer videogame for their graduation project.

GLOBALDREAMS

- Web Backend Developer (January - March 2013)
Supported this startup organization, on the "talent discovery" platform "Viddon.com".

Here I worked with CakePHP and Bootstrap.

UNIVERSIDAD TÉCNICA FEDERICO SANTA MARÍA.

- Advanced Programming/Software Development Laboratory's Assistant UTFSM(2008 - 2010)
- Programming laboratory - Workshops. (2009 - 2011)

EDUCATION

UNIVERSIDAD SAN SEBASTIÁN

Campus Bellavista, Providencia, RM, Chile

IT management engineering, 2018 - 2022

UNIVERSIDAD TÉCNICA FEDERICO SANTA MARÍA

Campus Santiago - San Joaquín, RM, Chile

Software Development Engineering, 2006 - 2016

COLEGIO MARIANISTA INSTITUTO LINARES

Linares, VII Region, Chile

Middle and Highschool, 1996 - 2005

ESCUELA TIMOTEO ARAYA

Villa Alegre, VII Region, Chile

Pre and basic school, until 1995