FULL STACK SOFTWARE ENGINEER

PABLO GONZÁLEZ MONCALVILLO

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Spain

WORK EXPERIENCE

11/2023- Currently - Remote, Australia
FULL STACK ENGINEER - The Ticket Merchant

Full Stack Engineer assuming the Team Lead role in many ocassions, driving the development and enhancement of an internal web application to meet evolving user demands and optimize operations.

- Guided architectural decisions and software design, significantly enhancing system functionality and integration.
- Played a key role during critical situations, delivering solutions that markedly benefited the company.
- Mentored junior developers and facilitated regular planning meetings, promoting a culture of collaboration and continuous improvement.
- Ensured optimal application performance through effective teamwork with Automation, Operations, and DBA teams.

04/2022 - 10/2023 - Seville, Spain
FULL STACK ENGINEER - Neolite

Managed the complete development lifecycle of an innovative project from scratch, skillfully meeting client needs and enhancing user experience and operational effectiveness.

- Utilized **TypeScript**, **React**, **NodeJS**, **GraphQL**, and **Docker** to develop high-performance applications.
- Ensured deployment reliability and scalability through **CI/CD** pipelines and **AWS**, adapting to various project demands.
- Maintained a **Git** repository on **Bitbucket** to uphold code integrity and supported effective team collaboration.
- Coordinated project tasks using **Jira**, committed to meeting deadlines, and achieving high client satisfaction while maintaining rigorous code and security standards.

10/2021 - 04/2022- Seville, Spain
SOFTWARE ENGINEER INTERN- ATEXIS Spain

Backend developement and maintenance for some internal and external projects in **Java**, using **SpringMVC**. Redesign some frontend points when needed. **SCRUM** Agile Methodology way of working. **Git** repository provided by Microsoft Azure DevOps.

PROJECTS

Intertal Tool
10/2023 - Currently - Remote

Promoted to Project Lead shortly after joining as a developer, overseeing the development of a critical internal tool that streamlined operations by integrating various third-party applications. This solution significantly enhanced operational efficiency, supported hundreds of concurrent users worldwide, and was pivotal in increasing profits and preventing losses across every departments in the company.

Globalite   globalite.app
08/2022 - 06/2023 - Seville, Spain

An advanced web application for product rentals was developed, focusing on security and user-friendliness. The project utilized a modern tech stack comprising **React**, **NodeJS** with **GraphQL**, **TypeScript**, and **PostgreSQL** with **Sequelize** ORM for data management. Deployment was executed on **AWS**, ensuring optimal and reliable performance.

STE Checker - ATEXIS Spain
10/2021 - 01/2022- Seville, Spain

At ATEXIS, a Java-based web app was developed to align documents with **STE standards**. Using **Spring-MVC**, **JSPs**, and **JavaScript**, a **REST API** was created to segregate frontend and backend tasks.

TECHNICAL SKILLS

EDUCATION AND TRAINING

2018 - 2022- Seville, Spain
COMPUTER ENGINEERING. SOFTWARE ENGINEERING - Seville University
Average grade: 7.2/10

LANGUAGE SKILLS

Mother tongue: **SPANISH**

Other language: **ENGLISH** - Cambridge ESOL International English Certificate: First level (**B2**) — 2015
 - Cambridge ESOL International English Certificate: Preliminary level (**B1**) — 2013

COURSES

Currently - DevTalles
Flutter - Mobile: From zero to expert. Fernando Herrera.

2022 - Frontend Masters
Intermediate React, v4. Brian Holt.

2022 - Frontend Masters
Complete intro to React, v7. Brian Holt.

SIDE PROJECTS

Authentication microservice
09/2023 - Currently
github.com/devtremenos/auth-ms

Simple and easy microservice ready to use for authenticating and manage users within a relational database context which should be provided as env variable when deploying the service. Recommended to use Docker in deployment.

4LA - Real-time multiplayer card game
08/2023 - Currently
github.com/moncalvillo/4la

Backend for a real-time multiplayer card game using TypeScript and Node.js. Game logic and room management for simultaneous games. WebSockets via Socket.io for live bi-directional server-client communication.

Decentralized blockchain application
06/2022 - 11/2022
github.com/moncalvillo/smartcontracts-tfg

Developed a decentralized application that enables interaction with a Hyperledger Fabric blockchain network. The repository includes scripts for network setup, a React-based client for user interface, a backend server for business logic, and an Oracle service to bridge the blockchain with external data sources. The application is designed for local development and testing, with detailed instructions for installation and deployment. This project was developed as final degree project for University of Seville.