

Matías Padrón

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—EDUCATION—

Universidad de las Fuerzas Armadas - ESPE Quito, Ecuador

Aug 2025

B.Sc., Software Engineering

—EXPERIENCE—

Construex

Nov 2024 – Present

Full-Stack Developer

Quito, Ecuador

- Developed full-stack features for the leading construction marketplace in LatAm, focusing on building high-conversion UI components and critical backend services that drive platform scalability and user retention.
- Contributed to the restructuring of Artex, an art-focused marketplace, expanding its digital services to support over 400 Latin American artists in showcasing and selling their work.

DIRMOV – Armed Forces Command (CC.FF.AA.)

Aug – Nov 2024

Full-Stack Developer Intern

Quito, Ecuador

- Built a psychological testing module for reservists using Nest.js and Next.js with PostgreSQL integration, enabling the processing of over 3,000 reservists for the Armed Forces.
- Implemented a results analysis module that streamlined evaluations, allowing psychologists to accurately assess soldier profiles and improve assignment decisions.

Universidad de las Fuerzas Armadas – ESPE

Mar – Jul 2024

Teaching Assistant – Research Project: Attention Deficit Detection in University Students

Quito, Ecuador

- Assisted in research on AI algorithms and tools for facial and eye recognition to detect attention deficit, including the use of MorphCast technology, which enabled more accurate detection without storing images or videos.

—PROJECTS—

Construpedia – Construction Knowledge Encyclopedia

Nov 2025 - Present

- Leading the architecture and development of a permanent repository for construction knowledge, integrating AI to process and serve past, present, and future industry data.

Structural – AI-Powered Marketing Agency Website

Jul 2025 - Jan 2026

- Developed a web platform offering marketing services enhanced by artificial intelligence to generate tailored campaigns for clients.

Artex Marketplace

Nov 2024 - Jul 2025

- Restructured the Artex online art marketplace by enhancing the frontend with a modern UX/UI design, improving client engagement and usability.

—SKILLS—

- Programming: Python, JavaScript, TypeScript, PHP, Java, C++, C, Dart, Power BI
- Backend & Databases: Nest.js, .NET, Django, MySQL, PostgreSQL, MongoDB, SQL Server
- Cloud & DevOps: AWS, Azure, NGINX, PM2, Docker
- Frontend: Next.js, React, React Native, Angular, HTML5, CSS, Bootstrap, Tailwind CSS, Flutter
- Tools & Platforms: Git/GitHub, Linux, Figma, Jira, Trello, N8N
- English: Intermediate (B2)

—VOLUNTEER & LEADERSHIP—

Expofuturo ESPE 2025

May 2025

Team Representative – Video Game Stand

- Showcased an academic video game project to high school students, highlighting the role of software engineering in leadership, design, and creative problem-solving.