




# <! - Fernando González ->

## [ Software Engineer ]

 LinkedIn

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 GitHub

## Skills

Python | JavaScript | TypeScript | Dart | MongoDB | PostgreSQL | Redis | Django | Django REST | React | Flask | Flutter  
Celery | Docker | Jenkins | Pytest | Selenium | HTML/CSS | SASS | Bootstrap  
CI/CD | Unit Testing | API's | OOP | Frontend | Backend | Hybrid Mobile Dev | SCRUM | Microservices  
Spanish (Native) | English (Intermediate)

## Experience

### Software Engineer Sr.

Venezuela Inteligente

05/2020 – 04/2023

- Led the design and development of multiple enterprise-level applications of great social impact to monitor internet censorship in Venezuela nominated for the **2022 Index on Censorship Freedom of Expression Awards** using the latest technologies of **AWS, Python, Django, PostgreSQL, Django REST framework and Celery**.
- Designed and implemented scalable APIs and background workers to manage first and third-party data services providers using **AWS cloud technologies** that provides millions of requests per day.
- Developed multiple critical templates improving the look and feel of several applications using the latest version of Frontend technologies as **Bootstrap, SASS, and jQuery**.
- Led the design and development of multiple hybrid mobile apps functionalities using the latest mobile apps design and UI/UX trends in technologies of **Flutter** and **Dart** programming language.
- Continuous Integration/Deployment pipeline integration to Linux server, code reviews, load/stress testing, unit and e2e testing.

### Software Engineer

Ubicutus Apps

05/2019 – 04/2020

- Designed and implemented critical modules of enterprise applications capable of handling resources served by **AWS** technologies like video and audio streaming and file storage in a Real-time environment using technologies of **Django, Python, PostgreSQL, Redis, Django REST framework, Celery and Django Channels**.
- **Reported directly to CTO:** Lead the design and implementation of scalable APIs and asynchronous works following microservice architecture using technologies as **Django REST framework and Celery**.
- Designed and implemented visual effects and animations for hybrid mobile applications for Android and iOS using technologies of **SASS and Ionic framework**.
- Code reviews, load/stress testing, unit and e2e testing and mentoring.

### Backend Developer

Ludopia

04/2018 – 09/2018

- Designed and implemented scalable APIs, databases, and background processes to serve a private enterprise gamified application to prevent and train the employees in cyber security issues listed in the **OWASP Top 10** using technologies of **Django, Django REST framework, Celery, PostgreSQL**.
- Technical interviewer for new applicants, Code reviews, unit and e2e testing.

### Teaching assistant

Universidad Simón Bolívar

04/2016 – 12/2019

- *Ad honorem* teaching assistant in the areas of Discrete Math, Software Engineering and Algorithms.
- Member of the Networks and Databases Group (BWL) | 2014 - 2016.
- Volunteer in the forest rangers.

## Education

### Computer engineer

Universidad Simón Bolívar

Major in Software engineering  
(caracas – Venezuela)