

# GIBRÁN MORENO

## BACKEND SOFTWARE ENGINEER



+52 55 70 99 65 12



gibranalexis002@gmail.com



Mexico city, México

27-year-old software developer with over 10 years of backend experience, specialized in Elixir, Phoenix, and Spring Java. I have led projects in the financial sector, designing scalable and secure architectures while automating critical processes. I am distinguished by my strong ability to identify structural flaws and provide effective solutions. In addition, I bring a transdisciplinary perspective through my background in epistemology and psychopolitics, which has allowed me to develop software for social behavior analysis projects, lead organizational integration processes, and participate as a speaker at psychology conferences.

### • EDUCATION & CERTIFICATIONS

Third place in the national Informatics Olympiad, 2016

Webservices integration, certification TechGurus 2018

Web Development, Institute of International Economics

Azure Bootcamp 2024

### SKILLS

- Elixir, Phoenix
- Spring (Java)
- React
- Docker
- LLM and machine learning Apps, N8N,
- Software development for psychopolitical purposes
- Spanish (native), English (Advanced), German (basic)

## WORK EXPERIENCE

### Software Engineer, Bravo (Credit Team)

Nov 2018 - Present

- Developed and implemented a contract management module to automatically generate client contracts, deliver them via email, and track their status updates.
- Built an automated system for loan amortization tables, calculating interest, installments, and payment schedules with accuracy and scalability.
- Designed and deployed creditworthiness analysis tools to evaluate client data, assess repayment capacity, and determine optimal loan amounts.
- Improved reliability of financial workflows by detecting structural flaws and proposing robust solutions.

### Software Engineer – Robotics (Food Delivery Robots)

Dec 2024 - Jul 2025

- Improved the robot control interface used by operators to manage autonomous food delivery robots.
- Optimized user interaction workflows, enhancing responsiveness and usability of the control system.
- Collaborated with robotics engineers to integrate software improvements with real-time hardware constraints.
- Contributed to the reliability and efficiency of last-mile delivery operations through better operator–robot interaction.

## **Software Engineer – LINX Space Research Laboratory (UNAM)**

Nov 2023 - Dec 2024

- Developed a satellite application for Colmena, a UNAM space research project designed to capture meteorological data from orbit.
- Implemented AI-driven models to analyze satellite data and predict potential meteorological disasters.
- Built early-warning tools to alert farmers of climate-related risks, supporting agricultural decision-making and risk mitigation.
- Collaborated with researchers and engineers in a multidisciplinary environment, integrating space science, physics data analysis, and AI.

## **Founder & Researcher – H.O.M.O.S Anthropological Laboratory**

Nov 2023- Present

- Founded a research collective focused on analyzing the intersection of technology, culture, and society.
- Led projects exploring social and political analysis applied to software development and digital platforms.
- Participated as a speaker at psychology and cultural conferences, bringing insights from epistemology and psychopolitical into technology-driven contexts.
- Developed frameworks to integrate cultural analysis into software and practical solutions, strengthening organizational integration and user-centered design.

## **Backend Developer – Yogome (Educational Video Games)**

Dec 2017 - Nov 2018

- Developed the user management system and cloud-based data storage for educational video games, enabling scalable and secure player account handling.
- Built the backend infrastructure for a televised math competition game, including the real-time system used by participants during live broadcasts.
- Ensured real-time synchronization and reliability of gameplay for large-scale, interactive audiences.
- Contributed to the integration of educational content with engaging digital experiences, supporting global edtech initiatives.

## **Software Engineer – Materiam (Digital Fabrication Laboratory)**

Dec 2015 - Nov 2017

- Designed and developed a custom CRM tailored to the lab's operations.
- Implemented modules for sales management, quotation, and inventory control, improving efficiency and process integration.
- Contributed to the digital transformation of internal workflows, aligning technology with business needs.