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## Education

**UNIVERSIDAD CENTROAMERICANA**

El Salvador

**Bachelor's degree in Computer Science**

Oct 2012

Relevant Coursework: Computational theory. Software development. Databases. Operating Systems. Compilers. Computer Networks.

## Experience

**VONAGE**

San Francisco, CA

**FullStack Engineer (Remote)**

Feb 2018 – Present

Work as a contractor in the Video API team, developing real-time tools (some of them open-source) written using NodeJS, JS frontend frameworks (React, Vue), and Python.

**KUBIAK LLC**

San Francisco, CA

**Software Engineer (Remote)**

Sep 2019 – Present

- Build server infrastructure for mobile games and apps using AWS (API Gateway, AWS Lambda, S3, DynamoDB)
- Develop web apps using NodeJS, ReactJS, and Typescript

**AGILITYFEAT**

Charlottesville, VA

**FullStack Engineer (Remote)**

Mar 2017 – Feb 2018

- Develop real-time solutions (video call, chat and file-sharing software) using NodeJS, Ruby on Rails, ReactJS, GraphQL, Websockets and WebRTC technology for clients located in the USA
- Write and review technical blog posts about realtime technologies:
  - [Learn How to Build a Chat-Based Application with WebRTC & Websockets](#)
  - [WebRTC Video Call over Websockets](#)

**SAONGROUP**

San Salvador, ES

**.Net Backend Developer**

Aug 2016 – Mar 2017

Design, develop, test and deploy web applications that are part of Saongroup company (located in Ireland) using .Net technologies.

**BEYOND GAMES**

San Salvador, ES

**Software Engineer**

Jun 2015 – Apr 2016

- Work and sync daily with a remote team located in San Francisco CA using Scrum methodology
- Design and implement distributed, highly available and fault-tolerant server platform
- System development using software engineering practices: unit and integration testing, dependency injection, code versioning and continuous integration
- Create communication processes to sync gameplay with the server backend using functional programming with F#
- Design and program sequences to create gameplay functionality using F#, C# and NodeJS

**UNIVERSIDAD CENTROAMERICANA**

San Salvador, ES

**Systems analyst**

Aug 2011 – Mar 2015

- Analyze user requirements and develop systems for billing, budget, inventory, accounts receivable, requisitions, recording and consulting grades and manufacturing orders using Symfony PHP Framework
- Develop a Single Sign-On system to permit users to access multiple applications while providing their credentials (authentication) only once. It also allows web applications to authenticate users without gaining access to a user's security credentials using Spring Java Framework, LDAP and OAuth
- Develop web services to manage permissions (authorization) to access university's systems using SOAP
- Develop a dashboard to show important information about employees and students using Django Python Framework

**Other experiences****FREELANCER**

San Salvador, ES

**Software Developer**

May 2016 – Jul 2016

Develop web and mobile applications using Angular 2, ASP.Net MVC 5 and Xamarin Forms

**HIGHTECH CONSULTING**

San Salvador, ES

**Programming teacher**

May 2013 – Jun 2013

Teach enterprise-level Java programming

**GRUPO CONSISA**

San Salvador, ES

**Technology Intern**

Mar 2011 – Apr 2011

Implement, deploy and maintenance of an inventory system using ASP.NET

**Skills & Interests**

**Technical:** Javascript (NodeJS, ReactJS, VueJS), Python (Django, Flask), PHP, Ruby

**Language:** Native Spanish, professional English, elementary Japanese

**Interests:** Video games, Anime and Manga comics, Traveling, Functional programming, DevOps, AI