

Luis Bayer

★ Senior Full-Stack

viroz180237@gmail.com

Motivated and Proficiency senior full-stack developer with over 10 years of expertise in full-stack web development, desktop applications, and mobile app development. The best thing in me is "Always putting myself in clients' shoes" and "High quality and the best service". As a Full-stack developer, I know how to turn your ideas into real-life applications to solve your customers' challenges. Good solving problem skills and love to challenge new skills.

KEY SKILLS

Python, Django – 6 yrs / Node.js – 8 yrs / SQL – 8yrs / React – 7 yrs / MongoDB – 6 years

CONTACT ME

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WORK EXPERIENCE

- **Senior Software Engineer**
Studio Garnish
 - Developed game services used across multiple games for multiple clients for leaderboards and wallet integrations
 - Managed a team of developers and artists to coordinate work and deliverables to meet aggressive deadlines for multiple clients.
 - Developed a Web3 play-to-earn and NFT game for the Doge Dash project.
 - Developed and designed a 3D Dungeon Crawler NFT game for a client to add value to their project.Technologies: Unity, Node.js, React, Solidity, Blockchain Game Development, Blockchain, Non-fungible Tokens (NFT), Unity3D, Python, Leadership, Architecture, C#, Game Development, JavaScript, 2D Games, Full-stack, Full-stack Development, TypeScript, APIs, JSON, Third-party APIs, Blockchain & Cryptocurrency, Cryptocurrency, Mobile Game Design, CTO, Async/Await, API Integration, 3D Games

Apr. 2022 – present
- **Senior React Developer**
Zeedz GmbH
 - Implemented the React front-end for a "play for purpose" NFT game called Zeedz.
 - Built user flows, including user log-in and sign-up, purchase and unboxing experience, and inventory management for the player's digital collectibles stored on the Flow blockchain.
 - Connected to the team's existing back end, including a custom GraphQL API, Amazon Cognito, integration with the Flow blockchain via the Flow Client Library, distributed file hosting with Pinata, and a few other services.
 - Collaborated remotely over Google Hangouts, mainly with German and UK team members.Technologies: JavaScript, React, CSS

Jan. 2020 – Oct. 2022
- **DevOps Engineer and Back-end Developer**
Agnostiq Inc
 - Implemented a distributed tracing system with AWS X-Ray for a microservice architecture.
 - Integrated a billing service for a cloud computing SaaS.
 - Delivered several features for a FastAPI-based service.Technologies: Python, PostgreSQL, React, JavaScript, AWS Lambda, Amazon Simple Queue Service (SQS), Amazon RDS, Terraform, Infrastructure as Code (IaC), Amazon Web Services (AWS), Amazon DynamoDB, Pydantic, Back-end, Payment Gateways, Payment Processing, Data Analysis, Unit Testing, Back-end Development, Data Modeling, SQL Performance, ETL

Jan. 2018 – Oct. 2019
- **Back-end Developer**
AI Sales Service Company
 - Supported a back-end system that uses ChatGPT to perform sales outreach for client companies.
 - Investigated and fixed bugs from logs on the Mezmo platform.
 - Worked with the integration of phone and SMS services from the Telnyx provider.Technologies: PostgreSQL, TypeScript, JavaScript, SQL, Redis, Supabase, ChatGPT, Mezmo, Telnyx

Feb. 2014 – Jan. 2015

Senior Software Developer

Oct. 2013 – Nov. 2014

Secusmart GmbH

- Evaluated system and software requirements of the company's secure mobile communication solutions.
- Designed and developed back-end components for the company's secure mobile communication solutions.
- Tested and deployed several back-end components.

Technologies: Software Development, C, C++, Java, Python, Source Code Review, Cybersecurity, Architecture, Application Security

ADDITIONAL SKILLS

Language

Swift, HTML, CSS, Sass, SCSS, HTML5, Ruby, PHP, JavaScript, CoffeeScript, TypeScript, SQL, Python, C/C++, C#, Java, Solidity

Web Frameworks

Django, ASP.NET Core, .NET Core, Blazor, React.js, Next.js, Angular, Vue.js, Node.js, Electron, Solidjs, Redux, Ruby on Rails

Libraries/APIs

Node.js, React, REST APIs, TensorFlow, Stripe, Stripe API, Auth0 API, Twitch API, Rollup.js, DirectShow, Google Sheets API, Solid

Mobile SDK and Frameworks

Android, iOS, PhoneGap/Cordova/Ionic, React Native, Flutter

Storage

MySQL, Amazon Aurora, Databases, JSON, RDBMS, PL/SQL, Redis, Elasticsearch, MariaDB

Soft Skills

Problem Solving, Attention to Detail, Analytics, Time Management, Planning and Estimation, Multi-tasking, Teamwork, Collaboration, Communication,

Paradigms

Test-Driven Development, Design Patterns, Unit Testing, Data Science, Model-View-View Model (MVVM), Scrum, Microservices, RESTful Development

EDUCATION

Bachelor's Degree in Computer Science

2008 – 2012

Technical University of Munich – Munich, Germany

EXPERIENCE

Chicken-verse Game Demo

Chicken-verse was an NFT project for which I built a 3D Dungeon Crawler demo. The game was used to promote the project and be built on in the future. I oversaw the development and design of the game. I also developed the NFT contract and minting page.

Zeedz (NFT Marketplace in React and GraphQL)

Implemented the React front end for a "play for purpose" NFT game called Zeedz. The game UI implementation includes user log-in and sign-up, purchase and unboxing experience, and inventory management for the player's digital collectibles stored on the Flow blockchain.

The front end connected to the team's existing back end, including a custom GraphQL API, AWS Cognito, integration with the Flow blockchain via the Flow Client Library, distributed file hosting with Pinata, and a few other services.

Data Transfer Control Center

A service for setting up data pipelines, including the filtering and aggregation rules.

The service was reimplemented to be event-driven and react to changes in various sources—AWS S3, GCP Cloud Storage, HDFS, and local file systems.

I was responsible for the following:

- Scalable data processing using queues.
- Easy no-code and low-code configuration for new data pipelines.
- Enhancing the monitoring system with self-recovery mechanisms.