

Pablo Antonio Rodriguez Rubio

Software Engineer/ DevRel Evangelist

📞 +32 476062894 | 📩 pabloantoniorodriguezrubio@gmail.com | 📠 pablotten | 💬 pablo-antonio-rodriguez-rubio
Full-stack Software Engineer with over 10 years of experience in Scala and DevOps, now transitioning into Developer Relations.

Experience

Software Engineer	N-SIDE	2021 - 2026
◦ Full-Stack Development: Maintain and develop reactive, asynchronous applications using Scala, ScalaJs, and Postgres.		
◦ Technical Advocacy & Demos: Responsible for presenting new software developments to the department and creating internal guides and implementation strategies.		
◦ Developer Support: Act as the primary technical contact for clients and consultants, diagnosing production issues and providing clear technical explanations to resolve misunderstandings.		
◦ Automation & DevOps: Managed AWS infrastructure and GitLab CI/CD pipelines using Python, Bash, and Argo.		
◦ Team Facilitation: Serve as Kanban Lead, managing daily standups and resolving blockers to ensure consistent task progression.		
Software Engineer	Noesis Solutions	2017 - 2021
◦ Full-Stack Development: Developed a new software product for the Process Integration and Design Optimization (PIDO) engineering sector.		
◦ Technical Documentation & Advocacy: Documented all new software developments in the project's wiki, providing clear technical explanations for both users and developers.		
◦ Feature Demos & Feedback: Presented new features to the department to gather feedback for product improvement.		
◦ Data Visualization: Improved a specialized tool designed to handle and visualize datasets of hundreds of thousands of data points.		
Freelance Software Developer	Remote / Granada, Spain	2015 - 2017
◦ End-to-End Mobile Development: Developed cross-platform mobile applications for iOS and Android from scratch using the Ionic framework.		
◦ Full-Stack Architecture: Designed and implemented backend services and REST APIs to support real-time mobile features, including GPS tracking for a transit application.		
Software Engineer (Research & Development)	Universidad De Granada (DECSAI)	2016 - 2016
◦ Joined the Department of Computer Science and Artificial Intelligence to develop a fuzzy model to enhance user profiles in microblogging sites using deep relations.		
◦ Utilized Java, JSP, and MySQL for data modeling and implementation.		

Education

Universidad de Granada	Granada, Spain
B.Eng. in Computer Engineering	09/2010 - 07/2015
◦ Focused on computer architecture and systems security.	
◦ Final Project: Developed a complete real-time bus tracking system, including the Hybrid Android/iOS mobile applications and supporting backend infrastructure.	

Personal Projects

P1 **Beyond the Bytecode: Solving OWASP UnCrackable L1 with Guardsquare Tools** *Technical Video & Documentation, 2025*

- Created a step-by-step guide on bypassing root detection and decrypting AES-256 secrets in Android apps using ProGuard Assembler.
- [YouTube video](#) | [Link to GitHub Repository](#)

P2 **Movie Kombat: React + TypeScript Tournament App** *Full-Stack Web Development & API Integration*

- Built an interactive movie bracket app using **React 19, TypeScript, and Tailwind CSS v4**.
- Integrated multiple third-party APIs (OMDb & TMDB) for global search and discovery.
- [Link to GitHub Repository](#) | [Live App](#)

P3 **Fake Tinder: Progressive Web App (PWA) Experiment** *Mobile Web Development & Social Engineering Concept*

- Developed a prank-oriented PWA that mimics native app installation on iOS/Android via web manifests.
- [Link to GitHub Repository](#)

Skills

Technical Stack:  Scala,  Java,  JavaScript,  Python,  Bash,  AWS,  Docker,  GitLab CI/CD,  React

Content & Creative:  CapCut,  OBS Studio, Synfig,  Photopea, Technical Writing, Public Speaking & Technical Demos

DevRel & Soft Skills: Developer Support, Community Engagement, Cross-functional Communication (Engineering/Sales), Agile/Kanban Leadership, Feedback Loop Management

Languages:  Spanish (Native),  English (Full Professional),  French (Professional Working),  Dutch (Elementary)