Pablo URIBE MONTOYA
Engineer. Developer C, C++, C#, .Net, Python, SQL

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Medellín, Colombia
Born on January 27th, 1994 in Itagüí, Colombia

I am a highly skilled Mechanical and Aeronautical Engineer with a passion for technology and software development. With extensive experience in both back-end and mobile development, I have a proven track record of creating high-quality software solutions using a variety of programming languages, including C++, .Net Core, .Net Framework, JavaScript, Ruby, C, and Python.

My expertise in video streaming and back-end projects has enabled me to deliver robust and scalable software solutions that meet the needs of clients and users alike. I am well-versed in the SCRUM methodology, and I have a proven ability to work effectively in a team environment.

☰ SKILLS

Programming	C#, C, C++, Python, Ruby, MATLAB, Javascript, HTML, CSS
Frameworks	.NET Framework, .NET Core, Entity Framework, HAPI(NodeJS), You.I Engine One, Qt, Unreal engine
Databases	Microsoft SQL Server, PostgreSQL, MongoDb
Development tools	Visual Studio, XCode, Visual Studio Code, Azure Data Studio, Postman, Charles Proxy, Atom, Git, GitHub
Paradigms	Object-Oriented Programming, Procedural, Functional Programming
Patterns	Singleton, Factory, Facade, Repository, Builder, Saga
Other	SCRUM, Jira, ADO, Robotics

💼 PROFESSIONAL EXPERIENCE

January 2020 — Today

.Net Developer, GLOBANT, Colombia
> Development of RESTful services.
> Migration of an On-Prem application to the cloud.
> Manipulating data with SQL Server
> Patterns : Dependency Injection ; Builder pattern ; Repository
> Paradigm : Object-oriented programming

C# | LINQ | ASP.NET Core | SQL Server | Entity Framework | Dapper | AWS | Azure | Docker | Git

July 2021 — December 2021

Node JS Developer, INDEPENDENT, Colombia
> Development of an API using NodeJS and HAPI library.
> Used MongoDB for Database management

Javascrpit | NodeJS | HAPI | MongoDB | Git | GitHub

November 2018 — December 2019

C++ Developer, GLOBANT, Colombia
> Development of cross-platform branded VOD (Video On Demand) applications for major US broadcasting customers. C++ Signal/Slot pattern was used for multithreading.
> Platforms : XBOX/PS4/ROKU/FIRETV/APPLETV/IOS/ANDROID
> Paradigm : Object-oriented programming

C++ 11 | CMake | You.I Engine One | Git | Signal/Slot | Jira

January 2017 — July 2017

Production Intern, RENAULT, Colombia
> Production intern. Mainly management related tasks.
> Automated an excel table that gathered information about the plant's KPIs (key performance indicators) which were updated every day.
> Monthly meetings, with production managers from different Renault plants in the world, were held in French.

Excel | Outlook

🎓 EDUCATION

2011 - 2017	Bachelor degree in Mechanical Engineering. **Universidad Pontificia Bolivariana** Medellin, Colombia
2011 - 2017	Bachelor degree in Aeronautical Engineering. **Universidad Pontificia Bolivariana** Medellin, Colombia

🌐 Languages

Spanish	Native
English	C1 - IELTS 7.0
French	B2 - DELF B2 certification
German	B1

➕ Strengths

> Adaptability
> Autonomy
> Flexibility
> Cooperation
> Willingness to learn

🎓 Courses

2021	The complete SQL Bootcamp. Udemy
2020	Docker and Kubernetes : The Big Picture. Pluralsight
2020	Build a REST API with ASP.NET Core. Pluralsight
2020	ASP.NET Core Fundamentals. Pluralsight
2020	How to Program with **C++**. Pluralsight.
2020	Reading Legacy **C++**. Pluralsight.
2019	**Python** Core and Advanced. Udemy
2018	Bootcamp **C++**
2015	**Robotics**. Programming of a serial manipulator

💻 Projects

Restful API for important American Brand   2023

I participated in the development of a restful back-end service with .Net Core. In this project, I also maintained and created the required Tables and Stored Procedures. Due to non-disclosure agreements, the name of the company may not be revealed.

.NET Core | SQL Server | Azure | git | Visual Studio | Azure DevOps

Restful API for important American Brand   2021 - 2022

I participated in the development of a restful back-end service with .Net Framework. In this project, I also maintained and created the required Tables and Stored Procedures. Due to non-disclosure agreements, the name of the company may not be revealed.

.NET Framework | SQL Server | Azure | git | Visual Studio | Azure DevOps

Restful API   2021

I participated in the development of a restful back-end service with Node JS. The Database was with MongoDB

Javascript | Node JS | HAPI | MongoDb

Back-end project. Cloud migration.   2020 - 2021

Participated in the migration of an on-prem application to the cloud. The project was originally built in .Net Framework. We migrated it to .Net Core, and then migrated it to the cloud in Azure. Due to non-disclosure agreements, the name of the company may not be revealed

.NET Core | SQL Server | Azure | git | Visual Studio | Azure DevOps

Restful API for important American Brand   2020

Participated in the development of a restful back-end service. We used Docker in this project. Due to non-disclosure agreements, the name of the company may not be revealed

.NET Core | SQL Server | Entity Framework | Docker | Azure | git | Visual Studio

Back-end project. Datahub   2020

Creation of AWS lambda functions to read files that were on an Amazon S3 Bucket. Then we stored that information on a database according to business rules. Afterward, the information was pushed to different endpoints of other applications. Due to non-disclosure agreements, the name of the company may not be revealed

.NET Core | SQL Server | Dapper | AWS | git | Visual Studio | Saga pattern

NFL CTV App   2019

Multiplatform media app for NFL to stream live, non-live games and additional videos on demand. The application was developed with C++11. This app is available for XBOX/PS4/ROKU/FIRETV/APPLETV/IOS/ANDROID

C++ 11 | CMake | You.I Engine One | Git | Xcode | Visual Studio Code | Android Studio

Streaming App   2019

Multiplatform media app for reproducing films and series. The application was developed with C++11. Due to non-disclosure agreements, the name of the company may not be revealed

C++ 11 | CMake | You.I Engine One | Git | Xcode | Visual Studio Code | Android Studio

66 References

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