

Paulo Delgado - paulo@paulodelgado.com - (404) 438 2288 - <http://github.com/paulodelgado>

About me - I'm an experienced full-stack software engineer with 16+ years of experience in all things web. I have a clear understanding of the value of clean, readable code while always striving for the best possible performance. My desire for improvement and customer-first thinking has allowed me to become a key member of the organizations I have been a part of. Challenges motivate me and I thrive in wearing multiple hats. However, my biggest motivator is to build awesome web products, deliver them on time and improve upon them often and quickly.

Languages I know - **Ruby is my top strength** (with or without the Rails).

Javascript (and its most common libraries), PHP and Java, I also learn quickly.

Other Technologies: Web related: RESTful APIs, JSON/XML documents, (X)HTML, CSS.

I know my way around most *nix systems,

MySQL, PostgreSQL, Redis, Sidekiq, Resque, Memcached, Amazon Web Services, Docker, Heroku, Chef,

Other: Steam Platform, Facebook Platform (Page Management / Graph API / Ads API / Publishing)

Experience

Doximity Inc. - Software Engineer - November'20 - August'23

Designed and developed multiple features that increased the productivity of our in-house recruiters from the newly acquired Curative Talent as well as enabling a user-friendly job search for our users in the healthcare industry.

Biproxi Inc. - Senior Software Engineer - January'20 - November'20

Lead the efforts to integrate the recently acquired OfficeSpace(.com) with the existing biproxi inc. systems while also providing support to existing OfficeSpace customers. Bootstrapped the development of a set of CRM and lead management tools for commercial real estate brokers using Rails/React.

Verve Inc - Senior Software Engineer - August'18 - January'20

Provided support for the existing Ruby on Rails / React JS applications (Ad Manager tool, Creative Manager) and began the development of a new tool to streamline the management of ad campaigns through third party advertising platforms.

Sony Interactive Entertainment - San Diego Studio. - Senior Online Engineer - March'16 - July'18

Designed and customized backend systems for multiple video game titles. Server side services included leaderboard management, match making, game processing, notifications, in-game store, micro transactions, in-game chat among others. Each game title included an admin portal for game producers to manage the game content. Games included **Drawn to Death**, **Starblood Arena** and **Killstrain** on the PS4 platform and **Guns Up!** which runs on both PS4 and PC (Steam). Developed APIs to utilize the Steam store API for the **Guns Up!** game to enable micro transactions, cheat management and Steam achievements. Also worked on a CRM tool to enable community managers and customer support representatives to provide help and assistance to players for any of the games built in the San Diego Studio.

FlashFunders Inc. - Senior Software Engineer - July'15 - March'16.

Helped re-develop the company's core application which enables startups to find suitable investors and allows the investors to start the process online. Worked closely with designers to implement in (HTML/CSS/JS) the new look and feel for the website.

BLiNQ Media (a Gannett Company – now called TEGNA) – Sr. Software Engineer – Apr'10 - June '15

Was part of the small team that launched the BLiNQ Ad Manager (BAM) - A tool for hyper-segmented ad creation and management on the Facebook Platform. After the TEGNA acquisition, developed the complementary app Auto LiFT, an automated platform for creation of Facebook Ads for the Auto Industry.

ViTrue, Inc. - Senior Software Engineer - March 2008 - April 2010

Lead the development of multiple social media applications for the company's largest clients using different combinations of Ruby on Rails, Adobe Flex, FBML/FBJS (early days of the Facebook Developer tools). ViTrue was acquired by Oracle Inc. in 2010.

Education

Southern Polytechnic State University (Georgia, USA)- 2003 – 2007 – Computer Science (DNC).

Pontificia Universidad Javeriana (Cali, Colombia) – 2000 – 2003 – Software Engineering.