

# Paulo Chiliguano

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## Professional summary

C++ software developer with 6+ years of experience designing and implementing cross-platform desktop applications with a recent focus on API integrations. Skilled in Modern C++ and Python. Experienced in the full software development lifecycle across major operating systems with a strong foundation in networking.

## Skills

**Programming Languages** C++17/20, Python

**Tools** Bazel, CMake, Git, Docker

## Experience

### BairesDev

C++ Engineer

Jan 2025 – Present

Remote

**Project: Pinterest** Engineering & Product-Online Systems.

- Worked on operating systems migration and APIs upgrades.

Tech: C++, Python, Linux, Bazel, Docker

### Crowdbotics

Software Development Consultant

Nov 2019 – Jul 2025

Remote

**Project: Dorsa** Platform-as-a-service for augmenting perioperative processes.

- Enhanced speech-to-text experience on the dorsa hub device.
- Automated system connectivity and authentication through IPsec VPNs and network configuration scripts.
- Maintained the dorsa.ai website.

Tech: Python, Linux, GCP, Docker, GCP, Circle CI

### Software Developer

Freelance

Feb 2019 – Nov 2024

Remote

**Clients:** Pulsar Modular, Audiomodern, HKBU Academy of Music, Krekeltronics, Persp3ctive, Cypha.app

- Refactored multiple legacy codebases to comply with Modern C++ design principles, improving maintainability and performance.
- Applied debugging and profiling tools to identify and resolve concurrency and memory issues.
- Collaborated with distributed teams to define architecture, perform code reviews, and ensure high code quality through unit testing and static analysis.

Tech: C++, JUCE, Python

Outcome: Refactored and shipped five commercial products used by music professionals.

### BairesDev

C++ & JUCE Engineer

Oct 2022 – Mar 2024

Remote

**Project: Resonant Cavity** App for musicians and creators to apply voice processing software in novel and useful ways.

- Lead the development of Voloco Producer v2.0 audio plug-in.
- Improved system maintainability by enforcing consistent architecture.

Tech : C++, JUCE, CMake, Git, Figma

## **Universidad Tecnica Estatal de Quevedo**

Lecturer

- › Managed Oracle Academy membership and delivered Java Fundamentals training.
- › Provided programming and software design instruction for engineering undergraduates.

Tech: Java

May 2016 – Sep 2018  
Quevedo, Ecuador

## Projects

### **Hybrid music recommender using content-based and social information**

Nov 2014 – Nov 2016

- › Developed a hybrid recommendation system combining content-based and social information using deep neural networks and estimation of distribution algorithms to model user listening behavior.

## Education

### **Queen Mary University of London**

*MSc in Sound and Music Computing*

2014 – 2015

*London, United Kingdom*

### **Army Polytechnic School (now University of the Armed Forces ESPE)**

*BSc Major in Electrical Engineering and Telecommunications*

2004 – 2009

*Sangolqui, Ecuador*