Alberto Roque Carrizo Fernández

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Introduction

I am a seasoned software engineer with a pragmatic problem-solving mindset, constantly looking for ways to simplify complexity. Possessing a strong sense of independence and a knack for self-directed learning, I am actively seeking opportunities to tackle new challenges that bring tangible value to both clients and society.

Experience

2018-2022 | **Senior Backend Engineer** at NEOCLES *(.NET, C#, SQL, ES, Azure)*

- Designed and built high-performance APIs for core e-commerce functions, handling concurrent users in the thousands.
- Managed releases and maintenance for 5 segregated client production environments.
- Worked directly with clients conducting fit-gap analyses to integrate new services.
- Developed backend services receiving 10M + of import messages daily from external systems.
- Led upgrade and configuration of 30+ Elasticsearch servers housing hundreds of millions of documents saving thousands of euros monthly.

2017-2018 | **Fullstack Developer** at INVESTEL *(AngularJS, C#, SQL)*

- Led development of an AngularJS management application for internal use.
- Worked with designer on implementation of new frontend for existing application as an SPA using Angular.
- Transitioned to fullstack developer for new features and bug fixes on backend too.
- Implemented and documented OAuth service for external client authentication.

2015-2016 | **Internship** at EDP using ASP.NET Web Forms to implement Excel export functionality on web forms management application.

2015 | **Practices** at TUINSA NORTE using Unity3D to build an Android application to import and visualize 3D product models.

Projects

2023 | **Portfolio Website** with markdown based content powered by Jekyll and hosted with GitHub Pages. Styling and structure manually developed with vanilla CSS. https://roquec.com/

2022-2023 | **Vessel Navigation** Windows desktop application implemented with WinUI 3. Leverages incoming data from AIS devices to display navigation information and manoeuvre recommendations.

2017 | **AR Puzzle** Android game implemented using Unity that breaks the incoming camera image into puzzle pieces that must be found using the camera to piece the live image back together.

2016 | **Rock Slide** Game for Android devices developed with Unity3D and integrated with Google Play Services. All the graphics were designed with Paint.net.

Education

2011-2016 | **Software Engineering Degree** "Grado en ingeniería informática del software" Universidad de Oviedo.

Merits

2019 | **Microsoft Exam AZ-400** Designing and Implementing Microsoft DevOps Solutions. https://learn.microsoft.com/en-us/credentials/certifications/exams/az-400/

2014 | **Neo4j Graph Gist Winter Challenge** (Graph database design contest), 1º place in the category of "life science". http://neo4j.com/blog/graph-gist-winter-challenge-winners/

Languages

English | **Advanced level (C2)**. IELTS with a 7.5 grade, April 30, 2010.

Spanish | **Native**.