

# Samuel Chávez

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*Samuel is a Software Engineer and Tech Entrepreneur with a long career coaching and leading remote agile engineering teams. With ten years of experience implementing strategic plans, building software solutions, hiring and mentoring cross-functional development teams, and streamlining software delivery, Samuel has been consistently achieving company and customer objectives through developing scalable software solutions.*

## LATEST PROFESSIONAL EXPERIENCE

**Cartful Solutions** | New York, USA

6/2020 - Present

### ENGINEER MANAGER

In charge of the engineering teams (Frontend, DevOps, and Data Science). Served as a Technical Product Manager between customer success team, clients, and engineering team to translate abstract requirements into backlog items; identified and solved productivity and quality issues with the old development processes and practices, built from the ground up the Data Science department; profiled, assessed and hired engineers for the frontend, backend, DevOps and data science teams. Implemented the company's internationalization feature, reducing implementation and maintenance time for international customers to a third.

#### **Key Contributions & Achievements:**

- Lead the effort of more than ten developers to solve large and complex software engineering problems (i18n, static recommendations, generic component store), working closely with product and business teams to achieve its goals.
- Refactored the core application to boost maintainability and reduce technical debt, doubling the installed capacity, and reducing the Errors per LoC KPI to a fourth of what it was.
- Lead the creation of the first pipeline for measuring product performance KPIs as a first output for the brand-new Data Science team, resulting in business insights to refine our client and commercial assessment.
- Assessed and trained the engineering team, built rapport with each of the developers, and promoted an all-hands team culture to accomplish a massive boost in productivity and code quality.
- Established company-wide processes to ensure code quality, focusing on creating a culture around responsibility, visibility, and best practices.
- Established pair programming sessions as a weekly event with each of the developers, first and foremost to build rapport and create an environment in which they were willing to learn and accept guidance.
- Implemented bimestrial one on one sessions to give feedback and provide comprehensive resources to keep training and improving development performance and code quality; designed the rubric and methods used to measure development KPIs.

**EDOO S.A.** | Guatemala City, GTM

1/2013 - 6/2020

### CHIEF TECHNOLOGY OFFICER

Develop company technical strategies to ensure alignment with company goals and objectives. Research and implement new technologies that yield competitive advantages, manage platform configuration processes, and implement new and existing system infrastructures to guarantee consistent functionality and efficiency. Monitor IT budget and operations and developed and programmed all core production applications to ensure adherence to quality and coding standards. Hire, train, mentor new programmers, regulate numerous technical projects, and create internal support libraries.

#### **Key Contributions & Achievements:**

- Serve as a Co-Founder; responsible for spearheading all aspects of technical development and ensuring organizational enhancement, which resulted in a growth from zero to more than thirty thousand paying users.
- Act as a Consultant; in charge of training and advising EDOO's clients on various aspects of technical skills such as planning specialized curricula and employing techniques to ensure better use of cloud tools by schools.

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## Page 2 • Career Progression (Cont.)

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- Employed direct sales methodologies and led company fundraising strategies to raise USD 100K from a local investor, which resulted in the acquisition of the first 20 customers (schools).
- Facilitated the construction of a robust and comprehensive educational management suite for Latin American private schools.
- Efficiently recruited and coached a team of 10 programmers after developing the first MVP. This team was in place to handle the maintenance of all aspects of the software development and deployment lifecycle, needed to support more than 300K monthly active users.

**Universidad Francisco Marroquín | Universidad Del Valle De Guatemala | Guatemala City, GTM**

1/2013 - Present

### PROFESSOR

Educate undergraduate students on the fundamentals of Object-Oriented Programming, Python Programming, Modelling and Simulation, Web Systems and Technologies, Artificial Intelligence, and Elements of Machine Learning. Conduct class and student evaluations by way of exams, offer individual tutoring and mentorship to students when needed. Develop and distribute educational content and employ learner-centred and activity-based methodologies to ensure optimal student engagement.

#### *Key Contributions & Achievements:*

- Consistently achieve one of the highest grades, due to student feedback within the Computer Science Department.
- Launched an open-source project for 1v1 board games playing, specifically designed to run AI-based tournaments.

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## TECHNICAL PROFICIENCIES

<b>Languages and similar:</b>	Python; Typescript; ES6+; NodeJS; JavaScript; Java; Kotlin; HTML5; CSS3; SASS; LESS; PHP;
<b>Frameworks / Libraries:</b>	React / React Native; Redux; Django; NumPy; Pandas; WordPress; Docker; Kubernetes; AWS; Serverless; DynamoDB; Jest; Cypress
<b>Other:</b>	Test Driven Development (TDD); SCRUM; Kanban; Jira; usehaystack.io; Travis CI

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## EDUCATION AND CERTIFICATIONS

Universidad Del Valle De Guatemala | Guatemala City, GTM

**Bachelor of Science, Computer Science (Summa Cum Laude) (2011)**

#### *Awards & Honours*

Won the National Champion of Physics title at the XIX Guatemalan Science Olympiad (best in the country)

#### **Certifications**

Testing Javascript (Kent C. Dodds testingjavascript.com) - 2021  
AWS Cloud Developer Nanodegree (Udacity - YL2PRSZA) - 2021  
Triplebyte Certified Front End Engineer (Triplebyte - XcgJT8o) - 2020  
Machine Learning (Coursera - ZRQYAFJCBZEE) – 2019