PABLO GONZÁLEZ CARRIZO

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LEAD SOFTWARE ENGINEER

Lead Software Engineer with 8 years of experience specializing in backend development and AI/ML systems. Proven track record of leading cross-functional teams to build scalable full-stack applications and deploy complex Machine Learning workflows. Expertise in distributed systems architecture, complex problem-solving, and mentoring junior developers while aligning technical solutions with strategic business objectives.

SKILLS

Languages: Python, Clojure, JavaScript, HTML/CSS, SQL, KQL
Frameworks and Libraries: Django (Django Rest Framework), Celery, FastAPI, VueJS, Pandas, Tensorflow, Scikit-Learn
Developer Tools: AWS, GCP, Git, Docker, CI/CD, Github Actions, Emacs, Code Assistant LLMs and Agents
Management: Agile/Scrum (Jira), Complex Problem Solving, Team Mentoring & Training

WORK EXPERIENCE

Kenmei, Spain | Tech Lead   Oct. 2024 – Present

- Led the architectural design and development of a database-agnostic query builder to support Kenmei's telco data analysis platform across multiple database technologies. Successfully migrated a complete use case from PostgreSQL to Azure Data Explorer (ADX) within 2 weeks, demonstrating system flexibility.
- Solved the critical challenge of migrating from raw string queries to a unified abstraction layer supporting different data models and separating domain logic from infrastructure/service logic.
- Coordinated with cross-functional teams to ensure seamless integration and alignment with platform and client requirements.

AccuShoot (BigML spin-off), US | Lead Software Engineer   Sep. 2021 – Oct. 2024

- Led the development of the core back-end architecture using Django, Celery, and Postgres to power all company products for shooters.
- Named as one of the inventors of a patent (WO2024243369A3) for a performance prediction system that forecasts future shooting performance based on training regimes, skill degradation, and environmental factors.
- Designed the architecture for AccuShoot LFX, a gamified live-fire training system utilizing thermal cameras for real-time shot detection and scoring.
- Developed a Computer Vision system to analyze shooters' body poses, enhancing performance insights.

BigML, US | Software Engineer   Sep. 2018 – Sep. 2021

- Led the development of a full-stack framework used in over 10 internal and external distributed applications.
- Contributed to the back-end of a Clojure-based distributed Machine Learning as a Service (MLaaS) platform and the Lisp-based domain-specific language, WhizzML.
- Led and contributed to multiple projects involving the creation of Machine Learning-driven web applications.
- Mentored junior developers, providing them with in-depth knowledge of distributed systems and Machine Learning principles.

SolidQ, Spain | Data Platform Specialist (Internship)   Jan. 2017 – Jul. 2017

- Automated several ETL tasks using SQL Server and SQL Server Integration Services

EDUCATION

UNIR: Universidad Internacional de La Rioja   Remote
Master's Degree in Complex Problem Solving   *2025-Present*

Polytechnic University of Valencia   Valencia, Spain
Master's Degree in Telecommunications Engineering   *2017 - 2019*

- Thesis: Discrimination of Ophthalmological Diseases using Convolutional Neural Networks in Fundus Images

University of Alicante   Alicante, Spain
Degree in Sound and Image in Telecommunications Engineering, Graduated with Honors   *2013-2017*

Projects

jira.el | *Emacs Lisp*   Feb. 2025
- Developed and maintain an Emacs package for Jira integration with over 5,000 downloads.
- Enables developers to manage Jira issues, view details, and add worklogs without leaving Emacs, eliminating context-switching.
- Open Source: github.com/unmonoqueteclea/jira.el

valencianow | *Python, Streamlit, Tinybird*   June 2024
- Developed a webapp that provides real-time traffic information about the city of Valencia: valencianow.unmonoqueteclea.freemyip.com (self-hosted)
- Automated data collection and transformation pipelines for seamless and efficient data processing.
- Utilized a column-oriented database to collect and manage large volumes of sensor data.
- Open Source: Find the code at github.com/unmonoqueteclea/valencianow

voilib | *Python, FastAPI, SvelteJS, SQLite, Qdrant, Whisper, Docker*   Dec. 2022
- I am the founder and sole developer Voilib, a search engine for podcasts.
- Developed a RAG system that collects, transcribes, indexes, and queries podcast episodes, enabling users to find the most relevant fragments based on their prompts.
- Open Source: Find the code at github.com/unmonoqueteclea/voilib