Carlos Pérez

Software Engineer

Orlando, FL 32824, United States (GMT-4)
+1 (321) 263-9040
danielperandrad10@gmail.com
Portfolio, LinkedIn, Github

Summary

Software Engineer with almost 5 years of experience developing technological solutions for companies from different industries using technologies like Node.js. I focus on developing high-quality, scalable, and maintainable software that meets customer requirements and provides an excellent user experience.

I am passionate about technology and how it can transform our world. This is why I am always aware of the latest technological trends and always look for ways to apply them in my work.

I have skills in problem-solving, task organization, and time management. I like working in a team and collaborating with other engineers and designers to create innovative and effective solutions. I am proud to say that I have worked on successful projects and helped companies achieve technological goals.

Experience

Software Engineer

Zigi App – Guatemala - Recommendation

March 2023 – May 2024 (1 yr 3 mos)

I developed a referral program which increased the number of users by 90% (from 3k to 30k). This referral program has helped reach the new user adoption goal every month since its launch in July 2023.

I designed and implemented a gamification program which increased the retention rate by 20%. This program is 100% dynamic, meaning it allows for the creation of plenty of challenges each month with no extra development time.

I built a lambda function to filter fraudulent users in the referral program, which resulted in a 100% decrease in audit alerts.

I led the Backend team to successfully meet deadlines by creating an ACH transfer module, significantly increasing stakeholder satisfaction.

Software Engineer

Aurora Studio – California, United States

November 2019 – March 2023 (3 yrs 5 mos)

I designed a system capable of exchanging, buying, and selling collectible cards, implementing the microservices architecture.

I developed a real-time chat system that increased communication between users and administrators by 100%.

I implemented an optimal solution for a credit simulator capable of supporting more than 50 thousand vehicles.

I successfully integrated various third-party APIs (such as Google Maps, Stripe, Shopify, etc.), significantly reducing development time.

As a team, we successfully finalized a delivery system, meeting deadlines and achieving 100% customer satisfaction.

I met with clients to understand their needs and improve the end-user experience.

Projects

UnboxingTCG

Development of a system capable of trading, buying, and selling collectible trading card games, facilitating seamless transactions and robust user interactions.

INCREASE of the scalability using the highly maintainable and testable microservice architecture. The architecture supports horizontal scaling, allowing the system to handle increased load and user demand efficiently.

OPTIMIZATION of the system's performance by implementing advanced caching mechanisms and asynchronous processing.

INTEGRATION of advanced search and filtering options to enable users to easily find and trade cards.

COLLABORATION with cross-functional teams to deliver a feature-rich, user-friendly platform within tight deadlines.

Skills

Programming Languages: JavaScript, TypeScript.
Frameworks and Tools: Node.js, NestJS, TypeScript, TypeORM, Postgres, Auth0, AWS, Terraform, Terraspace, Jest, Docker, Kubernetes, Mockoon, Amazon SQS, Amazon SNS, Amazon Pintpoint, Mermaid, Serverless, AWS Lambda, Redis, Microservices, React.js, Next.js, Git, Playwright, MongoDB, Express.js, Socket.io, Redis-based queue Bull, NATS Streaming Server, Nginx, Digital Ocean.
Soft: Leadership, Emotional Intelligence, Resilience, Adaptability, Empathy, Teamwork, Time Management, Problem Solving.
Agile: Scrum, Kanban.
Languages: Intermediate: English, Native: Spanish.
Certifications: System Design for Interviews and Beyond - LeetCode.