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Gustavo León

Studies

2024 **Game Designer**, *Image Campus*, Buenos Aires, Argentina

2014 **Master's Degree in Chemical Engineering**, *Universidad de Los Andes (ULA)*, Mérida, Venezuela

2007 **Bachelor in Chemical Engineering**, *Universidad Nacional Experimental Francisco de Miranda (UNEFM)*, Punto Fijo, Venezuela

Working experience

February 2022 - til date **Python Developer - Tech Lead**, *Improving/Leniolabs*, Santiago, Providencia, Chile

Backend development solutions for Smartbiz Loans

- Developed backend solutions for financial products using Flask, FastAPI, Postgres, MySQL
- Integrated third-party services and APIs for payment processing and KYC verification, utilizing OAuth and JWT for secure authentication.
- Deployed services using Docker containers orchestrated with Docker Compose on AWS cloud infrastructure.
- Implementation of Apache Kafka to manage event-driven operations, such as transaction events and notifications.

July 2018 - February 2022 **Full-stack Developer**, *Notus SpA*, Santiago, Providencia, Chile

Development and implementation of business solutions based on simulation and optimization models

- Constructed advanced simulation models for business process optimization using Python libraries such as NumPy.
- Helped implementing linear optimization solutions utilizing solver libraries in IBM CPLEX optimize module for cost reduction and efficiency improvements.
- Developed interactive dashboards for data visualization and decision-making using Django, Vuejs, Django Rest Framework, Celery.

April 2018 - July 2018 **Frontend Engineer**, *Icov Consultores Tecnologicos Asociados SPA*, Santiago, Las Condes, Chile

Mobile and Web Development

- Developed cross-platform mobile applications utilizing Ionic framework and Angular 5, integrating RESTful APIs for dynamic data-driven user experiences.
- Created responsive web interfaces with Vue.js, employing Vuex for state management and Vuetify for material design components.

February 2018 - April 2018 **Software Developer**, *Odar Studios*, Santiago, Quilicura, Chile
Web Development

- Crafted interactive and user-friendly websites using vanilla JavaScript.
- Structured semantic HTML5 markup to ensure SEO-friendly and accessible web content.
- Styled user interfaces with responsive CSS3, utilizing Flexbox and CSS Grid systems for layout design.

October 2017- March 2018 **Freelance Consultant**, *Sun Pixel Studios*, Santiago, Independencia, Chile
Consulting in Modeling and Simulation of Chemical Processes

- Employed computational modeling tools such as Aspen Plus and DWSIM for simulating chemical process flows and equipment design.
- Conducted sensitivity analysis and process optimization with MATLAB and Python, extracting insights for process improvements and cost savings

February 2014 - September 2017 **Programmer**, *Ideas House Studios LLC*, Ciudad Ojeda, Venezuela
Game Development

- Developed casual 2D and 3D games using Unity engine, writing gameplay scripts in C# and utilizing Unity's physics system.
- Created vector-based assets and characters using Inkscape to develop graphics suitable for various game resolutions.

May 2012 - August 2013 **MSc Candidate**, *PDVSA INTEVEP*, Los Teques, Venezuela
Modeling Multicomponent Distillation with Open Source and CAPE-OPEN

February 2011 **Instructor**, *Petroleum and Catalysis Lab, ULA*, Mérida, Venezuela
Chemical Process Simulation Course

January 2010-April 2011 **Laboratory Technician**, *Petroleum and Catalysis Lab, ULA*, Mérida, Venezuela
Statistical Study of Dispersed Catalysts in Improvement of Heavy Crudes.

January 2009- December 2010 **University Teacher**, *Faculty of Nutrition and Dietetics, ULA*, Mérida, Venezuela
Academic Scholar, Subject: Chemistry Fundamentals and Programming Foundations

January 2007 - July 2007 **Final Degree Project**, *Scheduling and Supply Management, PDVSA CRP Cardón*, Punto Fijo, Venezuela
Study for Optimal Balance of Diesel CRP blends Based on the Cetane Index

August 2006 - October 2006 **Internship**, *Chemistry Center, Physical Chemistry of Surfaces Lab at IVIC*, Altos de Pipe, Venezuela
Study of Nickel Catalyst Supported on Activated Carbon in the Methane Disproportion Reaction.

August 2005 - October 2005 **Internship**, *Department of Energy, UNEFM*, Punto Fijo, Venezuela
Software Development for the Evaluation of Ternary Liquid-Liquid Equilibrium

April 2004 - July 2005 **Teacher Assistant**, *Department of Management, UNEFM* , Punto Fijo, Venezuela
Academic Counseling in "Database Design" Subject

Personal Skills

- Proficient in Python, and JavaScript
- Determined and Highly motivated.

- Resourceful and target driven.
- Attention to details
- Willingness to learn
- Teamwork

Software

Operating Systems	Windows, Linux, MacOS
Programming Languages	Python, Javascript, GDScript, C#
Scientific and Engineeging	Numpy, Scipy, DWSIM, COCO Simulator, Aspen Plus
Videogame Engines	Unity 3D, Godot Game Engine 4
Misc	LaTeX, LibreOffice, Inkscape, git
Frameworks	Vue.js, Django, Django Rest Framework, FastAPI, Flask, Tailwind CSS, Nuxt.js, Angular
Base de Datos	MySQL, PostgreSQL, MongoDB, SQLite

Hobbies

- Game Design & Development
- Sports: Martial Arts (Karate-do)
- Photography
- Teaching Online

Languages

Spanish	Native
English	Upper intermediate B2
French	Upper intermediate B2