Gonzalo Guadalupe

Senior Software Developer, Architect, UI/UX Designer

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SUMMARY OF QUALIFICATIONS

Proactive, enthusiastic and motivated professional with over 15 years of Computer Science experience focused on business software solutions, technical operations, and business strategy. Proven history of effectively highly complex implementation experiences within the software industry with a commitment to outstanding company needs for all stakeholders. A strategic thinker who can quickly spot relevant patterns and issues with the ability to creatively problem solve to resolution. Lead by example and focus on self-empowerment and team development. 10 years of effective remote work experience. Works well remotely and on-site with teammates, clients, management, and senior-level officers. Recent knowledge involves areas such as Data Science, Artificial Intelligence, Machine Learning and Deep Learning.

Senior Software Developer | Software Architect | Software Analyst | Software Development Manager | Software Development Team Leader | Software Development Engineer | Full-Stack Developer | Senior Software Development Specialist | University Professor's Assistant | Remote Work | Process Developer | ERP Developer | Business Developer | UI/UX Designer | Graphic Designer | Graphic Design Specialist | 3d Designer | Game Developer | Data Science | Machine Learning | Artificial Intelligenge | AI | Deep Learning | Mentor and Manage IT | Project Management | Software Lifecycle | Engineering | Data Center Management | Networking Support | Database Administrator | Database Analyst | Database Developer | Written and Verbal Communication.

Self-disciplined, Organized, Assertive, Strong, Technical, Responsible, Functional, Strategic, Excellent, Competitive, Creative, Energetic, Effective, Successful Communication skills, Team-building and collaboration skills, Positive attitude, Time-management skills, Adaptability, Curiosity, Life-long learners, Problem solving, Creativity, Work ethic.

Java, C#, C++, iOS, Android, REST API, Microservices, Javascript, Angular, Vue.Js, Node.js, Asp.Net, Python, R, Amanzon Cloud Services, Git, Kubernetes, MVVM, MVC, WPF, Go, GeoServer, GIS, ERP, BPM, CRM, HMR, OptaPlanner, IoT, LoRaWan, MQTT, ES6+, ES8, SPA, Vb.Net, Html 5, CSS, JSON, Cloud Management, Cloud Computing, Cloud Storage, Microsoft Azure Cloud Services, Alibaba Cloud, WeChat Mini Programs, Indoor Location Tracking, Map libraries like Maptalks, Google Maps, Leaflet, Mapbox, OpenCV, OpenGL, Unreal Engine, Unity.

WORK EXPERIENCE

• Senior Software Developer, Hardware Designer and UX Designer | LivePaint | Uruguay | From Jun 2019 to present

Development of LivePaint, a digital smart canvas frame for Paintings and Photographs. Had been working on the software architecture, designing the hardware parts, software front-end, firmware, mobile application, web application, server back-end infrastructure, graphic design.

Skills used: Android, iOS, Java, C++, NodeJS, Vue.JS, AWS Database, Amazon S3, Kubernetes, Git repository, Photoshop, Illustrator, Python.

• Software Architect, Software Senior Developer, UX Designer - Remote work - Full-Time | iQTek | Miami, Florida, US | From Mar 2010 to present

MountainTree - Koi Pond Real-Time Monitoring | Customer: Foxconn Shenzhen

2019 - Great Wall Cup Innovation Award and Aquarium Innovation Technology Award.

I was in charge of the Architecture and Development of a Real-Time Monitoring System to track changes in Water condition, detect trends and alert for unusual behavior. This ensure proper maintenance of the pond environment without spending much on labor and energy.

Mobile App for iOS and Android. WeChat Mini Program. Web Application using Angular. Backend API Server implemented in Java. Backend Server (Java) integrated with LoraWan Application Server. LoraWan Server changes using Go. LoraWan Nodes Device firmware changes in C++

Dashboard, Alerts, Realtime data, History data, Map, Device Setup, Camera, Device Automation, Tasks, Sensors

iQTek Complete IoT Platform for Monitoring and Automation Water (iQTek H2O) / Air (iQTek O2) / Soil (iQTek Soil)

iQTek O2 (Air Monitoring), iQTek H2O (Water Monitoring), iQTek Soil (Brownfield Monitoring)

Developed a complete IoT platform for several scenarios and sensors, including an API Server, Data Server (which was integrated with a LoraWan Server), Frontend (Angular). Envolved in part of the development of the Sensors firmware. C++, Java, Angular, LoraWan Server installation and configuration.

LoraWan IoT - DC Water - District of Columbia Water and Sewer Authority - Washington DC

Developed an IoT platform, including an API Server, Data Server (which was integrated with a LoraWan Server), Frontend (Angular). Was envolved in part of the development of the Sensors firmware. C++, Java, Angular, LoraWan Server installation and configuration.

Indoor Location Tracking | Akron, Ohio

Indoor Location Tracking System for Assets and People. Using Bluetooth 4 (BT4), I designed a solution to rrack different resources. Develop the multilateration and RSSI algorithm to improve accuray of the final Location. This was a great challenge to achieve because of the nature of the

problem. People were tracking using Mobile, Smart Watches or special Tags. Development using Java, C++, Android, Angular, Html, Css, SPA, Javascipt libraries, Maptalks.

UbiqSense - Intelligent Brownfield Monitoring | **Akron, Ohio**

Based on Aquasafe, UbiqSense provide a realtime platform for Brownfield monitoring connected with Soil Sensors. Incident, Monitored Site, Sampling, Point Samp, Depth Samp, Temperature, Emergency. C#, Vb.net, Android (Java), html and javascript (Angular), GeoServer.

AquaGrid Intelligent Water Management Platform - AquaShed - AquaPlant - AquaGrid | **Akron Water Supply Bureau - Akron, Ohio**

Based on Aquasafe, AquaGrid was developed for helping Water Distribution Facilities. Time and Attendance, Work Orders, Customer Management, ARRP, Dashboard, Work Management, Field Operations. C#, Vb.net, Android (Java), html and javascript (Angular), GeoServer.

Aquasafe - Intelligent Water Management Platform | **Akron Water Supply Bureau - Akron, Ohio**

This platform allow Water Facilities to manage the day by day process, sampling of water reservoir and task related to protect Water Sources. It includes: Time And Attendance, Work Orders, Sampling, Status Dashboard, Customer Management, Work Management, Tracking, Incidents, Emergency. All development was done using C#, Vb.net, Android (Java), html and javascript (Angular), GeoServer.

Ubiqpro, Pump and Machine Maintenance Platform | **Akron, Ohio**

Did all the System Development including Analyzer, Geo Logbook, Station Status, Tracking, Map with Pumps Cycles and KPI. Used WPF, C#, VB.net, SQL Server and Android (Java) for mobile development.

Visual AMR - Realtime integrated information | **Akron, Ohio**

Realtime GIS System integrated with external data sources. Used C#, C++, html, javascript, angular, QGIS, GeoServer, MapServer, OpenLayers

Healthcare Re-admission Prevention System | **Akron, Ohio**

A smart Scheduler and tracking was done for preventing re-admission to healthcare institutions. WPF, C#, OptaPlanner (AI constraint solver)

Healthcare Heart Disease Digital Tools | **Akron, Ohio**

GPU based image recognition tools to improve Heart Disease detection. Development in C++

Healthcare ERM System | **Akron, Ohio**

Made an ERM focusing on improving Healthcare activities. Development in C#, Vb.net.

OES+ Woodworking ERP System | **Arizona, North Carolina, Florida Customers**

Made between 60-70% of OES+, Operation Execution System, a specific Woodworking ERP. Redone all the frontend UI (all controls templates, redone all screens), added new features to the backend like a web-based Request For Quotation, Project Manager, Inventory, Vendors, Sales, Purchase Orders, Scheduler (internal and OptaPlanner an AI constraint solver for some scenarios), Invoices, Work In Progress Management (with an interactive WPF kiosk), Mapping feature, Task Manager, Dashboard, Appointment Manager, Resources Time and Attendance and a mobile application for Android devices controlling Work Orders, WIP, TAA. Development was done using Windows Presentation Foundation (WPF), C#, Vb.net, and Java (Android mobile app). Microsoft SQL Server. Repository using Microsoft Team Foundation Server. Graphics tools Adobe Illustrator, Photoshop, and Microsoft Blend 4.

• **Professor's Assistant** | **Universidad ORT Uruguay (ORT Uruguay University)** | **Montevideo** | **From Mar 2001 to Mar 2015**

Programming Professor (Prog 1 and 2). ORT Uruguay University. Computer Science, Information Bachelor, System Engineering, Electric and Electronic Engineering and Telecommunications Engineering

Most Valuable Professor Award - School of Engineering - ORT Uruguay University - 2008

• **Software and Hardware Architect, UX Designer** | **Mayaris** | **Montevideo** | **From Mar 2009 to Mar 2010**

Development of an Interactive Multitouch Mirror (6ft x 5ft, 10 interactive contact points) for retails market with social connectivity. Created the hardware, software (firmare, UI and backend) and art using Microsoft WPF (Windows Presentation Foundation), C++, Adobe Illustrator + Photoshop, Microsoft SQL Server. Involved in business model tasks too.

• **Software Developer, UX Designer - Remote work** | **Switzerland, Netherlands, US** | **From Mar 2007 to Mar 2010**

Worked several years as a Freelance Software Developer for Healthcare Systems (Gynecology and Obstetrics), Luxury Realty, Retails Platforms, CRM, ERP, SEO development. Using technologies like C#, Vb.Net, C++, php, javascript, html. Also worked on Graphic Design tasks and defining UX for end users.

• **New Technologies Leader** | **Intermedia** | **Montevideo** | **From Mar 2006 to Jun 2008**

Software Development of different products using Microsoft .Net WPF with .Net backend

• **Software Developer. Healthcare. UI, UX Designer. Remote Work. Part-Tme** | **Miami ObGyn** | **Miami, Florida** | **From Jun 2007 to Jan 2009**

UI / UX Design and Core Development of an OBGYN EMR. WPF, VB.Net, XAML, SQL Server, TFS

• **Game Developer | PowerfulRobots | Montevideo | From Aug 2005 to Dec 2005**

Game Development for Cartoon Network and Hot Wheels

EDUCATION

IBM Data Science | edx | 2020

Harvard Data Science | edx | 2020

IBM Applied AI | edx | 2020

Columbia Artificial Intelligence | edx | 2020

Google Cloud Platform Big Data and Machine Learning | coursera | 2020

Deep Learning Specialization | coursera | 2020

Stanford Machine Learning | coursera | 2020

ORT Uruguay University (Universidad ORT Uruguay) | ort.edu.uy | Montevideo, Uruguay | From Mar 1999 to Mar 2004

Software Engineer Assistant - 2001 - Technical Degree.
Software Engineering - Computer Science. Three exams remain for Computer Science Bachelor's degree.

Workshop VB. Net & WebServices | Microsoft Universities Program BS Training Center | 2003

Mobile applications development - Palm and Pocket PC | ORT Uruguay University | 2003

Games Development I and II | Phd. Daniel Szabo | ORT Uruguay University | 2003

Knowledge Management | Phd. Ing. Inés Kereki | ORT Uruguay University | 2003

Strategic Planning for Marketing Services | Latin American Center for Development | 1998

Sales Management and Supervision | Latin American Center for Development | 1998

LANGUAGES

Spanish Proficiency: Fluent

English Proficiency: Proficient

German Proficiency: Basic Knowledge

HONORS & AWARDS

2019 - Great Wall Cup Innovation Award and Aquarium Innovation Technology Award

2008 - Most Valuable Professor - School of Engineering - ORT Uruguay University

2002 - 2nd. Award - Second Programming Contest, ORT Uruguay University. Solve problems similar to ACM (Association for Computing Machinery) competitions. C language..

2001 - 1st Prize - Prime Programming Contest, ORT Uruguay University. Solve problems similar to ACM (Association for Computing Machinery) competitions. C language.

2001 - South America ACM Programming Contest sponsored by IBM. Regional Programming Contest, for ACM finals, International Collegiate Programming Contest. Done in the University of Buenos Aires (UBA), Argentina, representing ORT Uruguay University. Position 62 in 127 total teams. C language. http://acm.baylor.edu/Past/icpc2002/regionals/ViewRegionalStandings.asp?ContestID=522

SKILLS

Software Architecture - Concepts, Software Development Proficiency: Proficient
Systems Software - Software Domain Proficiency: Proficient
Visual C# - Programming Languages Proficiency: Advanced
Java - Programming Languages Proficiency: Advanced
Android Mobile Application Developer - Mobile Application Development Proficiency: Advanced
Android Environment - Mobile Proficiency: Advanced
iOS Mobile Application Developer - Mobile Application Development Proficiency: Proficient

C / C++ - Programming Languages Proficiency: Proficient
Node-asyncEJS - Frontend Development/Scripting Proficiency: Advanced
Vue.js - Frontend Development/Scripting Proficiency: Proficient
AngularJs - Programming Languages Proficiency: Advanced
HTML 5 - Programming Languages Proficiency: Advanced
CSS3 - Frontend Development/Scripting Proficiency: Advanced
XAML Pad - .Net Programming Tools Proficiency: Advanced
WPF with MVVM - Windows Presentation Foundation (WPF) Proficiency: Advanced
Microservices Proficiency: Advanced API - Codes and Standards in Instrumentation Proficiency: Advanced
Model-view-viewmodel (MVVM) Proficiency: Advanced
REST-Inspired Patterns - Service Oriented Architecture Proficiency: Advanced
Amazon API - Application Programming Interface (APIs) Proficiency: Proficient
Server Optimization - General Systems Admin Proficiency: Proficient
Analyzing Data - Data Proficiency: Advanced
Presenting Data - Data Proficiency: Advanced
Data Collection - Data Science Proficiency: Proficient
ASP.NET MVC - MVC Proficiency: Advanced
ASP.Net - .Net Framework Proficiency: Advanced
Remote Database Access - Data Access Technologies Proficiency: Advanced
Microsoft SQL Server - Database, Database Administration (DBA) of Proficiency: Advanced
PostgreSQL DBA - Database Administrator (DBA) Proficiency: Advanced
Cloud - Networking Technologies Proficiency: Proficient
Cloud Management - Cloud Computing Proficiency: Proficient
Distributed Cloud - Cloud Deployment Models Proficiency: Proficient
Google Cloud - Cloud Platforms Proficiency: Proficient
Amazon CloudFront - Amazon Cloud Services (or AWS) Proficiency: Proficient
Amazon DynamoDB - Amazon Cloud Services (or AWS) Proficiency: Basic
Knowledge Amazon SimpleDB - Amazon Cloud Services (or AWS) Proficiency: Proficient
Amazon S3 - Amazon Cloud Services (or AWS) Proficiency: Proficient
Data Structures - Programming Concepts Proficiency: Advanced
Git - Configuration, Release, Version Control Proficiency: Proficient
Team Foundation Server - Configuration, Release, Version Control Proficiency: Proficient
Feature Tracking - Computer Vision, Understanding of Proficiency: Basic
Knowledge Object Tracking - Computer Vision, Understanding of Proficiency: Basic Knowledge Computer Vision - Software Domain Proficiency: Basic
Knowledge GPU Computing Proficiency: Proficient
Game Development Proficiency: Proficient
Image Enhancement - Image Processing Methods/Techniques Proficiency: Proficient
Image Matching - Image Processing Methods/Techniques Proficiency: Proficient
Healthcare Analytics - Healthcare Area Proficiency: Proficient
GIS Databases - GIS Data Collection Methods, Experience with Proficiency: Proficient
GIS Modeling Proficiency: Proficient
GIS Application - Software Domain Proficiency: Proficient
GIS Analysis Proficiency: Proficient
GeoServer - GIS Systems Proficiency: Proficient
Adobe Photoshop - Graphic Design Tools Proficiency: Proficient
Adobe Illustrator - Graphic Design Tools Proficiency: Proficient
Cinema 4D - 3D Animation Software Proficiency: Basic
Knowledge Creating Prototype/Mockups - UI / UX Development Proficiency: Proficient
Developing Prototype - Functional Consultant Activities Proficiency: Proficient
Prototype Model - Software Development Methodologies Proficiency: Proficient
IoT Application - Software Domain Proficiency: Proficient
IoT Hardware Tools - IoT Proficiency: Proficient
LoraWan Server Proficiency: Proficient
LoraWan IoT Proficiency: Proficient
Kubernetes Proficiency: Basic Knowledge Docker - Container Runtimes Proficiency: Basic
Knowledge Database Support - Database Administration, General Proficiency: Proficient
Optaplanner Proficiency: Proficient
MQTT Proficiency: Proficient
ES6+ Proficiency: Proficient
SPA Proficiency: Proficient
LoraWan Application Server Proficiency: Proficient
LoraWan Gateway Bridge Proficiency: Proficient
Public Speaking - Business Communication Proficiency: Proficient
Communication - Aptitude Proficiency: Proficient
Employee Communication - Communication Target Proficiency: Proficient
Business Skills - Aptitude Proficiency: Proficient

Conflict Management - People skills Proficiency: Proficient
Creativity - Creativity / Arts, Role Involving Proficiency: Proficient
Time Management Proficiency: Proficient
Multitasking - Tasks Related Skills Aptitude Proficiency: Proficient
Project Manager - Project Management Software Proficiency: Proficient
Software Lifecycle Proficiency: Proficient
Planning Time - Managing / Management, Role Involving Proficiency: Proficient
Agile Development Methodologies - Software Development Methodologies Proficiency: Proficient

TALKS

2007 - Microsoft Webcast - The use of Flowdocuments to improve User Experience. http://msevents.microsoft.com/CUI/WebCastEventDetails.aspx?culture=es-AR&EventID=1032354943&CountryCode=AR. Gonzalo Guadalupe.

2007 - User Experience with Multitouch Screens (Microsoft Surface, iPhone). Academic Conference of the Engineering Faculty (JAFI), O RT Uruguay University. Gonzalo Guadalupe.

2007 - User Experience. Talks by Programing Department, ORT Uruguay University. Gonzalo Guadalupe.

2006 - Microsoft DevDays Uruguay. Exhibition talk about Windows Presentation Foundation, spoke on prototypes made. Gonzalo Guadalupe .

2006 - Microsoft TechNight. Exhibition on Windows Presentation Foundation at Microsoft facilities Uruguay, spoke about the benefits of WPF. Gonzalo Guadalupe.

2006 - The importance of Teamwork. Talks by Programing Department, ORT Uruguay University. Gonzalo Guadalupe.

2005 - Solving problems through Intuition. Talks by Programing Department, ORT Uruguay University. Gonzalo Guadalupe.

2005 – Gameplay - As an attribute of quality. Academic Conference of the Faculty of Engineering (JAFI), ORT Uruguay University. Luis Calabria, Gonzalo Guadalupe.

2005 - Emotional Intelligence applied to Programming. Talks by Programing Department, ORT Uruguay University. Gonzalo Guadalupe.

2004 - Comparative Analysis of Graphics Engines. Days Games, ORT Uruguay University. Gonzalo Guadalupe.

2004 - Arez, the adventure show. Exhibition of draft videogame developed as thesis career, Days Student at the Faculty of Engineering , University ORT Uruguay. Alejandro Bouvier, Steve Brechner, Luis Calabria, Gonzalo, Guadalupe, Pablo Piriz.