Andrés Robert (he/him)

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PHP/JS Software Designer @ Globant Chile
Lead Java Server Engineer @ EA Games *(Contractor)*

Proficient software engineer with 5+ years experience in server side development. Eager to build innovative and cutting edge business solutions, grow learning new technologies and be a key member on an awesome team. In previous roles, created a set of services for hyper-casual mobile games using AWS stack that allowed the team to be able to deploy one game a week with fully working features. Also worked in HR mood index technology, identifying specific needs from clients before their needs, improving customer satisfaction.

Recent Experience

Software Designer, Team Leader & Gatekeeper
Globant Chile
Jan 2022 – present

Migrated a full hyper casual games set of services from Laravel PHP to Spring Java. Also included rethinking and redesign of previous microservices architecture (incl. AWS Gateway, ECR, ECS, Lambda, DynamoDB and Gitlab CI/CD) into a monolith DD Driven infrastructure. Also moving data from DynamoDB to Couchbase 3.
Utilized and updated integration/deployment scripts to improve continuous integration practices.
Liaised with Product Managers to identify minimum viable product requirements and clearly defined feature sets into well-scoped user stories for individual team members.
Key achievement: Provided a solid and fully customizable backend support for a fast hyper casual game development process.

Senior Developer, Team Leader
Globant Chile
Mar 2020 - Dec 2021

Helped implement Xsolla payments for a AAA+ game at GLU Mobile. Worked full focus on creating a set of microservices for rapid development of hyper casual games from zero to hero (incl. AWS Gateway/ECR/ECS/Lambda/DynamoDB and Gitlab CI/CD).
Key achievement: Implemented a previously created architecture for full microservices support for games in record time.

Lead Developer
PeopleFirst S.A.
Ene 2017 - Feb 2020

Created a custom made PHP/OOP/MVC framework and refactored all available modules into this new architecture. Also a custom made JS/CSS framework for UI design, refactoring all existing inline frontend code.
Key achievement: Created the native mobile version of a web based HR Feedback application (Android and iOS) and created 2 new modules for the HR software: KPI and OKR.

Education

Bachelor of Engineering
DUOC College
2013 – 2016

Heavy focus on full stack engineering with modules on both front and back end processes.
Built a fully working CRM system for Car dealers and a working prototype for interior navigation in buildings and stores.

Bachelor of Science
University of Santiago
2004 – 2007

Languages

- Spanish (First / Native)
- English (C1 Level)

Skills

Adaptability, Teamwork, Agile frameworks, Interpersonal communication skills, PHP, Laravel, Cake, Javascript, Java, Spring, HTML5, CSS3, SQL, MySQL, MariaDB, No SQL, MongoDB, Couchbase, Jira, GitlabCI/CD pipelines, AWS, ECR, ECS, Lambda, Gateway API, Secret Manager, Parameters Store, SOLID principles, Clean Code, TDD, Software Architecture, Python, Golang

Projects

Simple Framework (Javascript, CSS3)
Simple Framework adapts Material & Mobile First guidelines on components to support most of the best practices of UI

Phasil Framework (PHP)
Simpler than a microframework, it's just a layout for rapid backend API development. New ERA model for API development (ERA: Endpoint-Response API).

CV2 Object Counter (Python)
Simple object detection/counter using Computer Vision library