

Eduardo González González

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With over 6 years of experience in software development across both the private and public sectors, I have had the opportunity to contribute to high-impact projects at a national and international level. My career includes working with cutting-edge technologies and innovative tools, allowing me to drive the success of key initiatives. Additionally, I have extensive experience in project management using the Scrum methodology, which has enabled me to lead multidisciplinary teams, optimize processes, and ensure the timely delivery of high-quality solutions.

PROFESSIONAL EXPERIENCE

SpraYL

Lead Software Engineer

Florida, USA

August 2024 - Present

- *Mobile App Development:*
 - *Developed high-performance, cross-platform applications using Flutter and React Native, focusing on delivering exceptional user experiences.*
- *Backend Application Implementation:*
 - *Built backend systems using NestJS, employing monorepos to ensure clean, scalable, and maintainable code.*
- *Web Design:*
 - *Designed and developed web applications using NestJS and Angular, creating dynamic and responsive interfaces with a robust, scalable architecture.*
- *Event-Driven Microservices Architecture:*
 - *Implemented microservices with an event-driven architecture to ensure efficient and decoupled communication between system components.*
- *Project Management:*
 - *Managed projects using Jira, enabling task management, prioritization, and ensuring the timely delivery of projects while collaborating with multidisciplinary teams.*

Consorcio Comercial FELOVI, S.A. de C.V.

Full Stack Developer

Guanajuato, Mexico

December 2021 – June 2024

- *Web Application Development for Government Management:*
 - *Developed web applications for government management, including systems for water organizations such as JAPAMI, SAPAL, and SIMAPAG, ensuring efficient processes and improved services.*
- *Software Development for C4 Irapuato:*
 - *Created software solutions for C4 Irapuato, enhancing security and operational capabilities for public safety monitoring.*
- *Complaint Management Application for PAOT:*
 - *Contributed to the development of an application for PAOT (Public Agency for Environmental Protection), aimed at managing and processing environmental complaints.*
- *Technologies Used:*
 - *Utilized technologies such as Laravel, React Native, Flutter, Angular, React, and CI4 to develop scalable, responsive, and high-quality applications.*

Onetuweb
Full Stack Developer

Guanajuato, Mexico
July 2022 - August 2024

- *React Native Application Development:*
 - *Developed mobile applications using React Native, with a standout project being <https://www.padelismo.mx/>, an application designed for padel court booking management.*
- *Small Projects for Private Companies:*
 - *Contributed to smaller-scale projects for private companies, including those in the agricultural sector, delivering tailored software solutions to meet their needs.*
- *Technologies Used:*
 - *Employed technologies such as Laravel, React Native, Flutter, and PHP to deliver high-quality, functional applications.*

OOK Solutions
React Native Developer

Lima, Peru
January 2020 - July 2021

- *Development of Informational Apps for Local Businesses:*
 - *Developed small-scale, informational applications for local businesses in Lima, Perú, aimed at improving customer engagement and providing key business information.*
- *Integration with Firebase:*
 - *Implemented backend logic using Firebase, enabling real-time data synchronization, user authentication, and push notifications to enhance app functionality.*
- *Technologies Used:*
 - *Utilized a variety of tools and frameworks, including Firebase, React Native, and other modern technologies, to deliver simple yet effective solutions for local enterprises.*

UNITEC León | Universidad en León Guanajuato
Software Systems Engineering with a focus on Software Development

Guanajuato, Mexico
January 2025

ADDITIONAL SKILLS

- Native Spanish speaker, with English proficiency ranging from A2 to B1 (intermediate level)