

NELSON RIVERA NAVARRETE

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Skills

- Next | Vue | AngularJS | TailwindCSS | NextUI | MaterialUI | React | Redux | Javascript | Typescript | Web Performance | Jest | Git
- Github Actions | Nest | Docker | OpenAI | Langchain | AWS | EC2 | S3 | Lambda | ECR | Serverless | Linux | Bash | Shell | Python
- ElasticSearch | Pinecone | FAISS | Postman | VS Code | Singularity Containers | SLURM | Cluster HPC
- Frontend | Backend | Full-Stack – *All professional proficiency or above*

Personal Summary

I'm a passionate full-stack developer with 2 years of professional experience in the world of software development.

I've always considered myself a person who loves to explore different areas and tools within this exciting field.

I have the ability to easily adapt to different environments, always with the goal of continuous growth.

When I'm not immersed in lines of code, I like to unwind by exercising and enjoying time with my friends. After all, balance is key!

Experience

Software Development Engineer

[Karibu Ltda.](#)

Santiago, Chile **07/2022 - 08/2023**

- Responsible for leading projects in the innovation area. In this role, I worked on creating value propositions for various companies. Additionally, I focused on developing new projects using the power of AI, successfully implementing 70% of all proposed projects for production. The main technologies used included OpenAI tools (GPT and Whisper), Next.js, Express, and Python.
- I also carried out cost optimization tasks. The most successful example was related to an audio-to-text transcription feature. Essentially, we switched from using AWS Transcription to employing Whisper on a powerful on-demand EC2 instance, reducing the monthly cost from \$800US to \$120US (Cost optimization of 85%).

Software Developer

[Gatblac](#)

Santiago, Chile **02/2022 - 06/2022**

- I was part of a work team dedicated to developing new functionalities within the Santiago Stock Exchange, one of the most important ones in Chile
- I also dedicated myself to refactoring code by applying design pattern techniques and optimization within a large-scale project.
- The main technologies used were AngularJS, Spring Boot, Jenkins, SQL/stored procedures.

System Engineer

[Wayki](#)

Concepción, Chile **06/2021 - 01/2022**

- My main role involved planning and implementing an HPC Cluster to run artificial intelligence challenges. My work spanned from configuring hardware and network setups, ultimately building an HPC cluster that went into production at the server offices of the University of Concepción.
- I used the SLURM resource manager to configure the entire cluster, setting it up for the automatic execution of Singularity containers, eliminating any dependency issues in the solutions created by users.
- Other technologies used include Bash, Golang and Angular7.

Software Engineer, Intern

[CMPC](#)

Mininco, Chile **01/2021 - 03/2021**

- I played the complete role of development, from requirement identification, planning, execution, to the system's deployment for monitoring and scheduling equipment checks in a factory (motors, fans, etc.), considering criticality, available personnel, and schedules.
- Mainly, Google services were utilized: Google Forms, Google Sheets, Google Sites (to display equipment statuses), and Google AppScript to custom-connect all these services.

Education

Degree of Civil Engineer in Computer Science

[University of Concepción](#)

Concepción, Chile **03/2016 - 01/2021**

Others

- Participation in the [ICPC](#) competitive programming camp at the Universidad Austral de Chile. **(07/2020)**
- Participation in the South American competitive programming competition [ICPC](#). **(11/2019)**
- Participation in the national competitive programming competition [ICPC](#). **(09/2019)**
- Soft and Innovation Skills Workshop ([GearBox](#)). Worked on humidity monitoring for the painting room at [Pinacoteca UDEC](#). **(04/2019)**
- Technological Innovation Workshop “Innovática”. Worked on compost sensorization for [INIA](#). **(04/2019)**