



Buenos Aires, Argentina  
+54 9 11 2388 3164 · leandro.grotnig@gmail.com

## Leandro Gomez, Software Engineer

*Full-Stack Developer / Problem Solver / Technology Enthusiast*

I'm a full-stack developer with 10 years of experience in the software industry. Passionate about optimizing processes and user experiences, I focus on solving problems through software and creativity. My approach is always driven by finding the right technology for the specific challenge, ensuring good practices and writing clean, reusable code.

### Languages

☒ **Spanish** Native speaker

☐ **English** C1

### Links

[LinkedIn](#)

### Employment History

#### Sr Fontend Engineer at Vizio

June 2024 — Present

Led the development and design of the PoC application using technologies such as Svelte, SvelteKit, React, TypeScript, Python, Terraform, AWS, and Figma. The app was approved for integration into Vizio's TV operating system.

Defined the app's features, requirements, infrastructure, and completed the visual design using Figma, serving as the sole developer and designer on this project.

Collaborated closely with the product team for feature definition and stakeholder feedback, and with the backend and data teams for integration with APIs and the AI-based recommendation system.

Contributed to team building, helping establish a strong foundation for the ongoing development of the project.

#### Involved stack

Svelte + SvelteKit, React, Redux toolkit, Loki, GraphQL, NodeJS, Python, FastAPI, MySQL, PostgreSQL, AWS, Terraform.

#### Software Engineer at Siemens

February 2023 — June 2024

I was responsible for leading the development project integrated with Auth0, centralized authentication, and authorization for all other projects, platforms, systems, and even physical devices like sensors and lights.

I was part of the development of an Onboarding ecosystem aimed at user registration and management within a tag tracking platform, sensor calibration for tag tracking, data collection, and configuration of each monitored space.

Additionally, I was responsible for the complete migration from AngularJS to React of the space utilization reporting platform based on tag tracking. I also worked on the development of the tracking system.

Lastly, I standardized the development of all UI and frontend aspects across the company, creating the first libraries for different languages and the company's first shared library.

#### **Involved stack**

Typescript, Javascript, Python, Flutter, React, Vue, Angular, Figma, Shell scripting, AWS Lambdas, AWS EC2, AWS Route53, AWS S3, AWS EKS, AWS ECR, Terraform, Gitlab Pipelines, Jenkins, NexusIQ, Nexus, Sonarqube

### **Senior Frontend Engineer at Agile Engine - Cardlytics**

January 2020 — December 2023

I participated in the development of the administration and management platform for advertising campaigns, ads, and audiences at Cardlytics. This platform enabled banking entities to manage the entire process of creating ads for their partners, who used it to create advertising and manage cashback displayed in the home banking of the banks' customers. It also allowed for the definition of audiences in a granular manner, ranging from entire countries to specific postal codes.

Additionally, I developed the internally used Agile Engine platform for HR, which administered and monitored employee progress within the company from their entry to their departure, as well as their communications.

#### **Involved stack**

Typescript, Vue 2 + Vue 3, Vuex, Pinia, Figma, Vuetify, Material Design, Websockets, Ping, NPM/Yarn, Shell scripting, TailwindCSS, Octopus, LaunchDarkly, GraphQL, Apollo, Storybook, .NET, PostgreSQL, Nginx, Jira

### **Senior Software Engineer at Estandar Crypto**

September 2021 — July 2023

I developed from scratch the 'El Arca 2050' platform, a bi-monetary e-wallet that operates with ARS (Argentine Peso) and a private cryptocurrency called BOC. This wallet includes an integrated e-commerce system with the main payment methods. I developed the integrated system for transfers between crypto and FIAT currencies, scoring-based loan services, and biometric identity services.

A ticketing system was also developed to support different types of users.

The e-commerce platform includes an internal advertising system so that sellers have access to priority positioning based on the location, age range, and activity of the buyers.

#### **Involved stack**

Typescript, Vue 3, Pinia, SASS, TailwindCSS, TailwindUI, Figma, NodeJS, PHP + Laravel/Lumen, Websockets, Firebase, NPM/Yarn, Deploys automatizados con shell scripting + githooks, LaunchDarkly, Sentry, Aerospike, MySQL, PostgreSQL, Nginx, Servidores Linux, Trello, Jira,

### **Fullstack Developer at Bitpatagonia**

March 2020 — June 2021

I developed the platform from which all ASICs responsible for mining in 4 different geographical locations were controlled.

The platform was divided into two parts: on one hand, the acquisition of hardware data such as temperature, performance, etc., including the same architecture for controlling them.

On the other hand, the development of a dashboard used by both physical plant maintenance managers, developers, company owners, and investors. The platform provided a comprehensive overview of data relevant to each type of user.

#### **Involved stack**

Javascript, Typescript, React, NodeJS, AWS, Vue, Python.

### **Sr. Fullstack Developer & Profesor at Digital House**

March 2018 — January 2020

I led and participated in the development of internal platforms for registration management, finances, classes, and content from scratch, as well as the migration of third-party code to our own codebase.

Additionally, I developed the system integrated with the turnstiles at the campus entrance to work with a QR reader, benefiting both students and staff, as well as their security personnel.

I participated in the development of the student playground where they view and manage their progress within different courses. It included a code evaluator to validate solutions provided by students.

Furthermore, I taught in two full-stack development course sections and participated in the curriculum design for full-stack and backend development courses.

#### **Involved stack**

Typescript, Javascript, Vue, React, AWS, NodeJS, PHP + Laravel, Lumen, Git, Python

### **Profesor at Acamica**

June 2017 — March 2018

I taught classes for the full-stack course across four sections, preparing the lessons and the curriculum. I mentored students, supporting their personal and professional development during and after the course.

In addition to teaching and assessments, I prepared multimedia content used by multiple sections simultaneously.

### **Fullstack Developer at Ceres Solutions**

February 2015 — March 2019

I was responsible for custom implementations for each client based on pre-existing data and their needs, adapting both data input and system functionality.

I developed the payroll platform for both internal and client use from scratch, migrating a legacy architecture to microservices and best practices.

I was in charge of maintaining the entire company infrastructure, including servers, third-party services, company users and permissions, Active Directory, and more.

I implemented best practices and agile methodologies throughout the company, both in software development and operations.

#### **Involved stack**

Typescript, Javascript, Ansible, Linux servers, Git, Github, PHP + Laravel, Lumen, Symfony, Vue, Vuex, C++, Python, NodeJS, Google Cloud Platform

## PickEat

Development of an app aimed at simplifying restaurant management, allowing them to track and manage on-site and delivery orders, stock, invoicing, and providing a series of useful reports for making strategic business decisions based on data.

## Shiplt - CI/CD

I developed a language-agnostic deployment / CI/CD platform to manage deploys for any project, with 'Code as a service' as the main premise. It handles the generation and management of public/private keys for each linked server and securely stores them for connection during the deploy process. Additionally, it allows for the creation of 'routines' or 'deployment recipes' that can be shared among projects, speeding up the execution of repetitive tasks for both deployment and software maintenance. Furthermore, it provides the ability to monitor various services, servers, and logs in a single place.

## OBD2 Dashboard

It's a software connected to the onboard computer of a car using the OBD2 protocol, normally used to 'scan' faults within it. In this case, through a Raspberry Pi, it was used to visualize data that the car's dashboard does not factory-display, such as AFR Ratio, exact remaining fuel quantity, oil pressure, fuel efficiency prediction, generating a historical record of different speeds, and, using a GPS sensor, being able to visualize trips, speeds, and consumption of each section.

## Star Tracker

Construction and development of a device used for astrophotography. It compensates for the rotation of the Earth, using stepper motors to adjust the position and target of the tripod, based on the coordinates from where it is being used. This allows for long exposures with a camera (several hours) to capture objects whose magnitude is greater than that visible to the human eye, such as nebulae, galaxies, planets, or distant stars.

## CNC

Construction of a very basic CNC machine with Arduino, later migrated to Raspberry Pi to be used and monitored remotely. A small platform was created for this purpose. It was designed in Autodesk Inventor, and all the circuits (PCBs) were designed and printed from scratch.

VueJS

React

Astro

PHP

NodeJS

ExpressJS

Vuex

Pinia

Docker

Python

Git

SQL

PHP

JavaScript

Typescript

AWS

GCP

TailwindCSS

HTML5

CSS3

SASS

Laravel

Lumen

RabbitMQ

Websockets

MySQL

MongoDB

RDS

PostgreSQL

Svelte

SvelteKit

## Education

### Ingrenieria en sistemas, Universidad Nacional de La Matanza

March 2020 — November 2020

### Ciencias de la Computacion, Universidad de Buenos Aires

February 2019 — November 2019