# **RAUL LUGO**

## SOFTWARE ENGINEER

rlugo14.comSchwalmtal, PLZ 41366

WORK PORTFOLIO

## Software Entwickler

**E-Commerce** | **#** Feb 2024 - Mai 2024

🕎 Digago GmbH 🔮 3 🖪 Kanban

| TypeScript | SvelteKit | Wordpress | GraphQL | Tailwind CSS |
|------------|-----------|-----------|---------|--------------|
|            |           |           |         |              |

I supported the development of an online store with the goal to transform the Wordpress-based frontend into a stand-alone application that was created with SvelteKit. For this purpose, all frontend components were transformed into Svelte components and GraphQL was used to connect to the Wordpress and WooCommerce instance.

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In addition, I developed and implemented a synchronization application that synchronized product information between four different systems to ensure data consistency and automatically correct discrepancies.



In my role as a software developer, I designed, implemented and delivered an automated solution for an advertising agency to optimize their daily processes. I independently developed a backend and frontend application, supported by direct customer feedback.

My focus was on integrating external APIs for a CRM SaaS to identify email addresses and a gender identification service, enabling highly personalized campaign emails. This increased the agency's customer reach by ten times.

## Fullstack Developer

Telecommunications | 🛗 Dec 2021 - Currently

🕎 Telefónica Germany GmbH & Co. OHG 🛛 嶜 16 🛛 🗚 Scrum

| Spring Boot | Spring WebFlux |     | Java 17 | JUnit | Vue.js | React |
|-------------|----------------|-----|---------|-------|--------|-------|
| TypeScript  | AWS EKS        | AEM | Docker  |       |        |       |

In my role as lead developer, I applied the agile Scrum methodology in a team of 16 members. A focus of my work was on the agile full stack development of the O2 online shop. As part of the company's new IT transformation, I developed standalone systems, also known as self-contained systems.

My focus was on the conception and implementation of Proof of Concepts (PoC) in order to suggest improvements to the existing architectures. Additionally, I developed Micro Frontends (MFE) using VueJS and Backend for Frontend (BFF) using Spring Boot to increase the efficiency and scalability of the platform.



## PROGRAMMING KNOWLEDGE

| <ul> <li>Python<br/>Very Good Knowledge</li> <li>Java<br/>Very Good Knowledge</li> <li>JavaScript<br/>Very Good Knowledge</li> <li>TypeScript<br/>Very Good Knowledge</li> <li>Dart / Flutter<br/>Good Knowledge</li> <li>LINGUISTIC PROFICIENCY</li> </ul> |       |                            |  |  |  |  |
|---|-------|----------------------------|--|--|--|--|
| <ul> <li>Very Good Knowledge</li> <li>JavaScript<br/>Very Good Knowledge</li> <li>TypeScript<br/>Very Good Knowledge</li> <li>Dart / Flutter<br/>Good Knowledge</li> </ul>  | ţ     | ,                          |  |  |  |  |
| <ul> <li>Very Good Knowledge</li> <li>TypeScript<br/>Very Good Knowledge</li> <li>Dart / Flutter<br/>Good Knowledge</li> </ul>  | (líl) |                            |  |  |  |  |
| <ul> <li>Very Good Knowledge</li> <li> <b>Dart / Flutter</b><br/>Good Knowledge     </li> </ul>   | JS    | •                          |  |  |  |  |
| Good Knowledge  | TS    | <i>, , , , , , , , , ,</i> |  |  |  |  |
| LINGUISTIC PROFICIENCY  | 4     |                            |  |  |  |  |
|   | LIN   | LINGUISTIC PROFICIENCY     |  |  |  |  |

| Spanish (Mother Tongue) | •••• |
|-------------------------|------|
| English (C1)            | •••• |
| German (C1)             | •••• |

## EDUCATION

Electrical Engineer Universidad Tecnológica del Centro

♥ Valencia, Venezuela

- 🛗 Sep 2009 Sep 2014
- Normal Period

#### Fullstack Developer

Freizeitsport | 🛗 Aug 2022 - Currently

🕎 Matdienst 🖀 1 🖪 Kanban 🔇 matdienst.de

| Spring Boot GraphQL MySC | L Next.js React Tailwind CSS |
|--------------------------|------------------------------|
| Docker Redux TypeScript  | AWS Route53 AWS S3 AWS EC2   |
| AWS IAM AWS CloudWatch   | AWS CloudFormation AWS XRay  |

I independently developed and implemented a multi-tenancy system called "Matdienst", which allows football clubs to assign organizational tasks such as material management and a catalog of penalties. I made all architectural and technical decisions and worked as a full stack developer, including backend, frontend, testing, containerization and deployment. I also implemented a multi-tenancy structure that enables simultaneous use by different clubs. The application is now actively in use at a football club.

Fullstack Developer

E-Commerce | ∰ Aug 2022 - Oct 2022 ☐ Giglery 聲 2 ♣ Kanban ♀ giglery.com

| Spring Boot | MySQL | Nuxt.js Vue.js | TypeScript | Docker | Tailwind CSS |
|-------------|-------|----------------|------------|--------|--------------|

#### **Cloud Architect**

Motor Vehicle Construction | 🛗 Nov 2020 - Nov 2021

📗 Deloitte Consulting GmbH 🛛 😫 8 🗥 Scrum

| Spring Boot GitHub Actions | Python AWS Lambda AWS CloudWatch | AWS Step Functions | AWS CloudFormation |
|----------------------------|----------------------------------|--------------------|--------------------|
| AWS IAM AWS CodeBuild      | AWS CodePipeline AWS SNS AWS SQS | AWS IoT Greengrass | AWS Kinesis        |

In my role as a cloud architect at Volkswagen A.G, I contributed significantly to the development and implementation of a Smartfactory 4.0 solution for car production based on AWS IoT. A focus of my work was on requirements management and training key users. Additionally, I developed the business logic for IoT solutions on-premises using AWS Lambda and implemented ETL processes using AWS DataPipeline.

Another important aspect of my work was implementing continuous integration and continuous deployment (CI/CD) for cloud infrastructure projects using GitHub Actions. Furthermore, I designed and implemented the network and cloud resources using definition files in Terraform, which successfully implemented the "Infrastructure as Code" (IaC) concept. This extensive project experience in cloud architecture and development has further deepened my skills in designing and implementing state-of-the-art solutions.

#### Frontend & Mobile Developer

Sport & Fitness | 🛗 Nov 2020 - Nov 2022

🕎 suppme 🖀 4 🖪 Kanban 🔇 suppme.com

| Nuxt.js | /ue.js   Tailwir | id CSS   F | Flutter Dart |  |
|---------|------------------|------------|--------------|--|
|---------|------------------|------------|--------------|--|

As a frontend and mobile developer in a team of four members, I actively participated in the development of new features in the frontend area of the project. My contribution included converting the existing web application into a mobile app using the Flutter framework and Dart programming language. A focus was on the design and implementation of user-friendly interfaces and functions for the mobile app.

I also seamlessly integrated APIs and backend services into the app to ensure smooth functionality. My close collaboration with the development team helped to successfully implement the requirements and design guidelines. This experience has significantly expanded my skills as a front-end and mobile developer and contributed to creating an efficient, user-centric mobile application.

#### Software Developer

Metal Industry | 🛗 Nov 2019 - Oct 2020

🗒 ABS Safety GmbH 嶜 15 🖪 Scrum 🔮 Lock Book - Draw

As a software developer in a team of 15, I led the agile full stack development of the "LockBook Draw" software for ABS Safety GmbH. My focus was on project management of API development for tender texts and PDF offers, using NestJS, GraphQL and MySQL. In addition to software development, I successfully isolated frontend and backend applications using Docker. I contributed significantly to the cloud-based deployment on Amazon AWS and setting up an efficient CI/CD pipeline for the API and web application.

Another focus of my work was the design and implementation of the network and cloud resources using Terraform definition files, which implemented the "Infrastructure as Code" (IaC) concept. This project experience deepened my skills in modern software development, cloud and container technologies.

📃 sipgate GmbH 👺 10 🖪 Scrum

| Spring Boot | Spring MVC | Java 17 | JUnit | Jest | React | Redux | TypeScript | GCP |
|-------------|------------|---------|-------|------|-------|-------|------------|-----|
|-------------|------------|---------|-------|------|-------|-------|------------|-----|

As a junior software developer, I focused on the further development of product ideas and strategies. Integrating a CD/CI pipeline into Google Cloud with JenkinsX was a focus. Projects followed a results-oriented Scrum approach in short cycles. An outstanding project was the development of the "Account Management Service" to automate services for new employees. Additionally, I performed cloud-based work for containerized applications on Google Cloud using Kubernetes. The "LukeBot" automated the application process. These projects expanded my skills in cloud and agile development.