

Luis Eduardo Gutiérrez Chávez

Full-Stack Software Engineer

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Full-stack engineer with a path that started in operations and the business side. I built my first internal tools while working in accounting and HR, turning manual processes into digital solutions, and from there evolved into software development. Today I take part in the design, development, and evolution of different platforms and business solutions, along with building integrations and automations that simplify processes and cut operational work. I'm currently deepening my knowledge of software architecture and DevOps to expand my reach into solution design, infrastructure, and delivery processes.

EXPERIENCE

Karlo 2025 — Present

Software Engineer Mid-Senior

- Designed and built a full billing and collections product from scratch — API and portal — including environments, docs, and team training.
- Redesigned email and WhatsApp notifications around swappable providers, cutting support tickets by 90% and code dependencies by 80%.
- Replaced hardcoded frontend access rules with a role-and-permission hierarchy that individual users can override.
- Built monitoring dashboards for third-party integrations and payment kiosks, turning support from reactive to proactive.

Canicalabs Software Empresarial 2023 — 2024

Full-Stack Developer

- Led the design and architecture of an agricultural operations app, visiting the client on-site to map the real workflow.
- Built two mobile applications with Xamarin and .NET MAUI, focused on performance and usability.
- Delivered a multi-tenant admin console and a public records lookup tool (Check ID) built on a third-party SDK.

Grupo Arfi 2021 — 2022

Accounting & HR Assistant

- Built an intranet prototype in WordPress that centralized announcements, vacation requests, and employee information that used to live on paper.
- Automated attendance extraction into a real-time Power BI dashboard, closing a gap in IMSS-required record keeping.

EDUCATION

Instituto Tecnológico Superior de Uruapan 2023 — Present

B.S. in Computer Systems Engineering

Universidad Vizcaya de las Américas 2020 — 2023

B.A. in Public Accounting

Self-taught, Ongoing — Deepening my knowledge of software architecture and DevOps — system design, infrastructure, and delivery pipelines — to evolve from implementing features into designing complete, scalable, and maintainable solutions.

SKILLS

Frontend Development: HTML, CSS, TypeScript, JavaScript, React, Next.js, Angular, Redux, Zustand, Tailwind CSS

Backend Development: Node.js, NestJS, C#, .NET, Spring Boot, REST APIs

Mobile Development: .NET MAUI, Xamarin, Swift, Kotlin

Architecture: Design patterns, Microservices, CQRS, Event-driven design

Databases: PostgreSQL, SQL Server, MySQL, Redis, MongoDB

Cloud & DevOps: AWS, Azure, Google Cloud, DigitalOcean, Docker, Kubernetes, GitHub Actions, Linux, Nginx, Cloudflare

Automation & Integrations: n8n, Zapier, BullMQ, Webhooks, OCR, Power BI

Methodology & Tools: Scrum, Git, Azure DevOps, CI/CD, Documentation, Training, Claude Code

ADDITIONAL SKILLS

Communication & Client: Requirements gathering, Direct client interaction, Communicating with non-technical stakeholders, Stakeholder management

Leadership & Team: Project leadership, Mentoring, Teamwork, End-to-end ownership

Analysis & Business: Critical thinking, Problem solving, Business acumen, Continuous improvement

Professional Attitude: Self-taught, Adaptability, Creativity, Initiative

Languages: Spanish — Native, English — Intermediate (B2)