

NELSON RIVERA NAVARRETE

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Skills

- React | Redux | Vue | Javascript | Typescript | Web Performance | TailwindCSS | HeroUI | MaterialUI | Jest | Git | Next | Nest
- Docker | AWS | Serverless | Linux | Bash/Shell | Python | ElasticSearch | Postman | VS Code | Langchain
- Frontend | Backend | Full-Stack – *All professional proficiency or above*

Personal Summary

I'm a passionate full-stack developer with 3+ years of experience in software development, specializing in creating innovative and efficient solutions. I thrive in dynamic environments, adapting quickly to new challenges and technologies while maintaining a focus on continuous growth. Outside of work, I enjoy spending time with friends, which helps me stay creative and collaborative in my professional endeavors.

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, Golang, 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%).
- Additionally, my experience deploying and configuring applications on Linux servers has strengthened my ability to optimize performance, troubleshoot efficiently, and ensure system reliability — skills that can contribute to the stability and scalability of solutions

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)**