

PABLO GONZÁLEZ CARRIZO

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LEAD SOFTWARE ENGINEER

Software Engineer with 7 years of experience specializing in back-end development and Artificial Intelligence. Proven ability to lead teams in building full-stack applications, designing distributed data pipelines, and deploying complex Machine Learning workflows. Experienced in mentoring junior developers and collaborating with executives to ensure alignment between technical solutions and business objectives.

SKILLS

Languages: Python, Clojure, JavaScript, HTML/CSS, SQL

Frameworks: Django (Django Rest Framework), Celery, FastAPI, VueJS, Pandas, Tensorflow, Scikit-Learn

Developer Tools: AWS, Git, Docker, CI/CD, Github Actions, Emacs, Code Assistant LLMs

Management: Agile/Scrum, Complex Problem Solving, Team Mentoring & Training

WORK EXPERIENCE

AccuShoot (BigML spin-off), US | Lead Software Engineer Sep. 2021 – Present

- Led the development of the core back-end architecture using Django, Celery, and Postgres to power all company products for shooters.
- Designed the architecture for AccuShoot LFX, a gamified live-fire training system utilizing thermal cameras for real-time shot detection and scoring.
- Developed a Computer Vision system to analyze shooters' body poses, enhancing performance insights.

BigML, US | Full-Stack Engineer Sep. 2018 – Present

- Led the development of a full-stack framework used in over 10 internal and external distributed applications.
- Contributed to the back-end of a Clojure-based distributed Machine Learning as a Service (MLaaS) platform and the Lisp-based domain-specific language, WhizzML.
- Led and contributed to multiple projects involving the creation of Machine Learning-driven web applications.
- Mentored junior developers, providing them with in-depth knowledge of distributed systems and Machine Learning principles.

SolidQ, Spain | Data Platform Specialist Jan. 2017 – Jul. 2017

- Automated several ETL tasks using SQL Server and SQL Server Integration Services

EDUCATION

Polytechnic University of Valencia Valencia, Spain
Master's Degree in Telecommunications Engineering 2017 - 2019

University of Alicante Alicante, Spain
Degree in Sound and Image in Telecommunications Engineering, Graduated with Honors 2013-2017

PROJECTS

valencianow | Python, Streamlit, Tinybird June 2024 – Present

- Developed a webapp that provides real-time traffic information about the city of Valencia: valencianow.unmonoqueteclea.freemyip.com (self-hosted)
- Automated data collection and transformation pipelines for seamless and efficient data processing.
- Utilized a column-oriented database to collect and manage large volumes of sensor data.
- Open Source: Find the code at github.com/unmonoqueteclea/valencianow

voilib | Python, FastAPI, SvelteJS, SQLite, Qdrant, Whisper, Docker Dec. 2022 – Present

- I am the founder and sole developer of voilib.com, a search engine for podcasts.
- Developed a system that collects, transcribes, indexes, and queries podcast episodes, enabling users to find the most relevant fragments based on their prompts.
- Open Source: Find the code at github.com/unmonoqueteclea/voilib