Felipe Arroyo

Backend Developer | Systems Engineer | Java | Spring Boot | PostgreSQL

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PROFILE

Systems Engineer with a comprehensive background in software development and a robust foundation in core computer science principles. Adept at architectural choices, backend service architecture, RESTful API design, database management, and delivering practical technical solutions.

TECHNICAL SKILLS

- **Languages:** Java, Python, C#, C++, JavaScript/TypeScript
- **Backend, Cloud & Databases:** Spring Framework, Firebase, Neon, Render, Docker, PostgreSQL, REST APIs
- **Frameworks & Frontend:** Next.js, Vue.js, React, Tailwind CSS, Unity
- **Concepts & Methodologies:** Object-Oriented Programming (OOP), Data Structures & Algorithms, Software Architecture, Agile Development

WORK EXPERIENCE

Backend Developer (Work Simulation) | NoCountry | September 2026

Java | Spring Boot | Neon

- Worked as part of a team in the development of QualityTrack, an application for management of industrial manufacturing.
- Developed a Spring Boot application showcasing an MVC architecture and REST API endpoints for frontend integration, deployed using Render.
- Deployed a PostgreSQL database using NEON, integrated into backend services, with proper configuration of environment variables to not expose sensitive information in the repository.

Supervised Professional Practices | ISISTAN | March 2025 – March 2026

Unity | C# | Vue.js | Firebase

- Designed and implemented a full-stack system architecture (Mobile, Web, and Cloud) for facilitating clinical cognitive evaluation. Integrated Firebase services to handle secure user authentication, synchronize real-time NoSQL data, and pipe session logs seamlessly between the mobile client and the web console.
- Developed a mobile application in Unity (C# programming language) within this architecture, with complex object state logic and a background logging system to record user activity.
- Built a web-based app using Vue.js within this architecture, to allow real-time session monitoring, user access management, and configuration of environment variables.

PROJECTS

Charades | Open-Source Party Game

Unity | C#

- Developed an open-source and multi-platform adaptation of the popular party game from scratch.
- Implemented hardware-specific integrations with gyroscope sensors and touchscreen inputs.
- Created an in-app custom category creator and content management system.
- Used a prompt-rotation algorithm to manage game state and avoid repetition within sessions.

EAY Generator | Open-Source Prompt Editor

Python | PySide6

- Developed a cross-platform desktop utility using Python to edit and manage game prompt data.
- Engineered the core data logic to parse, manipulate, and efficiently save complex JSON structures.
- Built a streamlined PySide6 graphical user interface for seamless data entry and validation.
- Published the open-source tool to support and streamline a community game modification scene.

EDUCATION

Systems Engineering | Graduated in March 2026

UNICEN, Tandil, Argentina

CERTIFICATIONS

- **AI Fluency: Framework & Foundations** — Anthropic | 2026
- **Spring Boot 4, Spring Framework 7: Beginner to Guru** — Udemy | 2026 *(in progress)*
- **Scientific Computing with Python Certification** — freeCodeCamp | 2024

LANGUAGES

- **Spanish:** Native Proficiency
- **English:** Certificate in Advanced English — CEFR Level C2 (Cambridge English: Advanced | Grade A | Score 200)