

CONTACT

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Madrid, Spain

CORE STACK

Node.js · TypeScript · NestJS · PostgreSQL · MongoDB · Redis · Elasticsearch · AWS · Jest · Jenkins · Python · JavaScript

ALSO

Flutter · Supabase · Deno · RevenueCat · Codemagic

LANGUAGES

Spanish · native

English · full professional

EDUCATION

Higher Technician in Multiplatform Application Development
IFP Virgen de Gracia · 2013–2015

11+ years building backend systems

Víctor López Rodríguez

Senior Backend Engineer

I build backend systems that are maintainable, scalable and pragmatic, and I like owning a problem from the first requirement to production. I have led teams and introduced automated testing wherever I have worked. I also shipped a whole product on my own, Hoopline GM, on the App Store.

EXPERIENCE

Backend developer · CrowdFarming

Nov 2020 – present · Spain

- Led the backend of a full e-commerce platform built from scratch, including cart, checkout and payment flows.
- Designed a flexible sales model that unified different sales modes and simplified the company's internal flow.
- Implemented payment flows, webhooks and subscriptions with PayPal inside Stripe, a beta feature with no documentation to follow.
- Contributed to an internal back office that lets other teams publish projects, set up sales on the website, check stock and manage shipments.
- Promote automated testing (Jest, E2E) and take part in technical decisions.

Node.js · TypeScript · NestJS · PostgreSQL · MongoDB · Redis · AWS

Technical Project Lead · SNIPPET

Jan 2020 – Oct 2020 · Madrid

- Owned the technical direction, planning and delivery of Myme, a platform for personalized video campaigns, coordinating several teams.
- Made the key technical decisions and judged feasibility with the business team.

Full Stack Developer · SNIPPET

May 2019 – Jan 2020 · Madrid

- Features across the stack, from backend services and APIs to frontend, as part of the product team.

Web developer · Ruybesa

Jul 2017 – Mar 2019 · Madrid

- Systems for large-scale distribution of digital content to devices at major customers, including scheduling and delivery of advertising campaigns.

Junior developer · Aerín Sistemas

Sep 2015 – Jul 2017 · Madrid

- Real-time tools, monitoring applications and database solutions with Python/Django, Node.js and AngularJS.

Software developer intern · Gamereactor.dk

Apr 2015 – Jun 2015 · Ciudad Real

- Website maintenance and development, including migrating a MySQL data access layer to PDO, working daily in English with the team in Denmark.

Hoopline GM · solo project · hooplinegm.com

Free-to-play basketball manager, designed, built and shipped alone. Flutter app on Supabase (PostgreSQL with the game logic in SQL, Edge Functions), RevenueCat purchases, CI/CD on Codemagic. Live on iOS, Android in closed testing. 170 migrations, 70+ SQL test files, 4 languages.