

# Erik Amaru Ortiz

Senior Software Engineer / Full Stack Developer

[www.erik-amaru-ortiz.com](http://www.erik-amaru-ortiz.com)  
[www.linkedin.com/in/erik-aortiz](http://www.linkedin.com/in/erik-aortiz)  
[github.com/eriknyk](http://github.com/eriknyk)

Quito, Ecuador  
ortiz.erik@gmail.com  
+593 980090084

I am a professional with strong critical thinking and decision-making skills, and extensive experience architecting, developing, and deploying **scalable cloud-based software systems**. Proven ability to translate complex business requirements into robust technical solutions while balancing performance, maintainability, and long-term scalability.

Hands-on experience across the full software development lifecycle—from system design and implementation to deployment and production support—combined with a strong focus on clean architecture, engineering best practices, and the reliable delivery of business-critical platforms.

## Areas of Knowledge

- **Microservices** since 2018
- **Front-end** developer since 2015
- **Back-end** developer since 2010
- Good technical background managing **microservices** written in modern languages (Java, C#, .NET 9+, Python, Golang and NodeJS).
- Good technical skills using modern javascript frameworks (React, Angular, Svelte).
- Good technical experience in **android mobile development** (Java, Kotlin).
- Working with **AWS** since 2015 and several of their most important services (EC2, RDS, S3).
- Working with **DigitalOcean** Kubernetes since 2018
- Working with **Docker containers** and deploying in **kubernetes** since 2018
- Good knowledge of **new technologies** in general.
- Experience **leading** a team of 10 people in USA based companies.
- Experience **managing** developers team with SCRUM (backlog definitions, spring planning, burndown chart, retrospective).
- Architected and developed systems using **Clean Architecture** and **SOLID principles**, ensuring scalability, testability, and long-term maintainability.
- Practiced an **AI-first development approach**, using **scope-based AI assistance** (e.g., Claude Code, Open Code, and similar tools) to accelerate development, improve code quality, and enhance architectural decision-making.

## Technologies Stack

- Java, Kotlin
  - Springboot, Vert.x, Micronaut, Quarkus, Ktor
- Nodejs, TypeScript, Javascript
  - Fastify, ExpressJS, ReactJS, Vue, Svelte, ReactRouter,
- C#, .NET
  - Asp MVC, dotnet core 9+ REST API, Entity Framework
- Golang
  - Gin framework, Gofiber, GORM, GinkGo
- Android (Java, Kotlin)
  - Android Simple arch, MVVM architecture, Android Jetpack, Jetpack compose, MLKit
- PHP
  - Zend framework, Symphony, Laravel, XDebug
- Docker / Kubernetes
  - Podman, Amazon EC2, RDS, EKS, Digital Ocean Kubernetes, Linode Kubernetes
- AI Tools
  - Claude Code, Codex, Gemini code assist, Antigravity, Open Code, Github Copilot

## Professional Experience

### Extric LLC (US-based company)

Senior Software Engineer (March 2015 – Present)

- Maintained and enhanced a large-scale **Android mobile application** for the **Towbook SaaS platform**, serving **50,000+ daily active users**, ensuring performance, stability, and reliability.
- Maintained and evolved a **cloud-based MVC .NET (C#) REST API** for the **Towbook SaaS platform**, analyzing requirements and developing new features for both **server-side and Android mobile** platforms.
- Acted in a **Software Architect role**, contributing to the design and improvement of the company's **deployment workflow**, leveraging **internal tools** and external **CI/CD services on GitHub and Azure Cloud**.

### ProcessMaker Inc (US-based company)

Project Manager at Engineering (February 2014 – March 2015)

- Served as **Engineering Manager** for a **US-based company**, responsible for delivering the **new version of the company's business platform** aligned with its evolving business model.
- Acted in a **Software Architect and Manager role**, contributing to the design and evolution of the company's **BPM Core** using modern architectures, technologies, and engineering practices.
- Promoted and enforced **engineering best practices**, including code quality standards, architectural consistency, and development discipline.
- Contributed to the **design of the new platform version**, architecting a **PHP-based API Core** to support a **BPMN design-and-deploy tool** for business process automation, while defining the **feature backlog and technology stack**.

## **ProcessMaker Inc (US-based company)**

Project Manager at Engineering (February 2010 – March 2014)

**Development Team Lead**, leading the company's development team and acting as both analyst and manager for a team of 10+ engineers. Managed delivery using the full SCRUM lifecycle, including backlog management, sprint planning, sprint reviews, burndown tracking, and retrospectives.

Contributed to the analysis and development of the migration of the company's original workflow automation solution to support the BPMN standard. The solution enabled BPMN diagram support and internally transformed them into the company's workflow engine model.

## **Mojix Inc (Coderoad)**

Senior Software Engineer (February 2009 – March 2010)

Maintained a **Java-based supply chain system** and developed new features for a **cloud-based C# application**.

## **ProcessMaker (alias Colosa Inc)**

Development Team Lead (2008 – 2009)

- Served as Engineering Manager for a US-based company, responsible for delivering the new version of the company's business platform.
- Acted in a Software Architect and Manager role for the company's BPM Core using modern architectures.

## **Universidad de Aquino Bolivia**

Systems Analyst / Development Team Lead (July 2007 – March 2008)

- Served as **Systems Analyst** and **Development Team Lead**, responsible for analyzing and designing the academic system, defining new features, delegating tasks, and overseeing development progress.

## **Study**

Systems Engineering (Computer Science), Bachelor Degree, Universidad de Aquino Bolivia

## **Languages**

English (advanced), Spanish (native)

## **Hobbies**

- Sport, football (soccer) fan
- Travel, Music, Alternative rock and electronic fan