

Technologies and Languages

- Languages: Javascript, Python, Rust, Ruby, HTML/CSS
- Technologies: React, Vue, Next.js, Nuxt, Nest.js, tRPC, Prisma, Inngest, PostgreSQL, AWS, Railway

Most Relevant Experience

Senior Product Engineer	Prefix Maintenance	2025–Present
• Raised a Seed round with a team of 3 fullstack engineers. Mostly using Typescript & Next.js. • Implemented Datadog to measure performance and user analytics, heavily influencing product decisions with the help of metrics to improve how our users accomplish their goals. improved our CI from 18 minutes to 4 minutes • Improved initial load time of our app from 8s to 500ms (P95). • Added features to our platform such as Notifications, Coverage Map (leaflet), Dashboard, and many UX improvements based on Posthog recordings & events. I'm also responsible to set design principles such as Domain Driven Design and Clean Architecture to structure our domains as we have multiple types of user personas and keeping the codebase clean is an important task not only for engineering but for product discussions.		
Engineering Manager	Keep	2023–2025
• Built payments and currency-conversion that moved \$10M CAD/month across 6 currencies worldwide (Banking team, first 4 months) • Cut CI from 27min to 10min (P95) and 15min to 5min on average runs • Introduced DORA metrics to measure engineering performance and identifying bottlenecks across a team of 25 engineers. Helped reduce our Time to Merge in some teams from 9 days to 2 days using Span.app and Pullpo.io • Worked with Infra Contractor to maintain our infrastructure with Terraform and Security with SOC2 Vendors		
Founding Engineer	Neurelo (Shutdown in 2024)	2022–2023
• Built a Backend-as-a-Service end to end with the team (connect a database, get auto-generated APIs, get automated migrations). My stack was React, Node.js, Rust, TypeScript, Prisma, Next.js, OpenAPI, PostgreSQL. • I was responsible for designing (Figma) and building our first UI (Next.js), and also hiring our Founding Product Team (engineers and a designer). Was involved in Migrations, Custom Queries and building our codebase in Rust with the right domain boundaries.		
Software Engineer	Pesto (Shutdown in 2022)	2022
• Joined for 5 months to my dream job, I was an early user of the platform back in 2020, reporting bugs to the platform and sending improvements. As soon as the company opened spaces to new hires, I joined as the third engineer. It shut down in October 2022 and we all met in SF to say goodbye. • I was mainly involved with the Front End app, creating a V2 version for our meeting rooms, working with hard CSS tricks to make appealing animations, and moving our codebase to properly use React Hooks and Context.		
Software Engineer	Shiphero	2021-2022
• Back End Engineer helping the backstage and the logistics teams. My stack was Python and Flask mainly • Maintained PHP admin dashboards for order state transitions and merchant management. • Worked on our React native codebase for the Packing team, which was an app used in warehouses to identify where to fetch products and pack them to delivery.		

Education and Certifications

- B.Sc. Computer Science, ITESO, Guadalajara, Mexico

2012-2017

Open Source Contributions

- **Handlebars-rs (2023):** <https://github.com/sunng87/handlebars-rust/pull/588>
 - While working at Neurelo, I was using handlebars and as part of the Custom Queries project, while building raw SQL statements using templating, I was not able to generate a syntax-valid SQL query because of how data was hydrated, so I sent this PR and it was merged!
- **Helix Editor (2023):** <https://github.com/helix-editor/helix/pull/7569>
 - I was trying out a new editor written in Rust called Helix, and I sent a PR as a first good issue
- **Elixir School (2016):** <https://github.com/elixirschool/elixirschool/pull/224>
 - I did a new lesson in Elixir School to manage strings, back when I was trying to learn every new programming language :)

Interests

- I play a sport called Padel (one of the [fastest growing sports in the world](#)) and I made an app in 2025 called [Padel Deuce](#) to manage Padel Leagues and Tournaments, with 3 paying customers as of today (June 2026). The biggest competitor to this app is a monopoly called [Playtomic](#) which offers this functionality at a higher price, so I built a standalone option to reduce the price by 90% and enjoy a better user experience.
- I am a musician so I have some music projects related to coding, such as a [Piano Keyboard](#), A [Fret Explorer](#) to learn guitar greek scales (this was soooo helpful)
- In 2024 I did a Reddit r/place clone using Rust and vanilla JS. Posted it on Instagram and people engaged quite a lot in less than a day. I took a screenshot and I think it's hilarious!

