

Pablo Perdomo Falcón

Technical Leader (Tech Lead)

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PROFESSIONAL PROFILE

Hello! I'm Pablo, a Technical Leader (Tech Lead) specialized in software design and architecture, with solid experience leading high-impact projects and teams of 7 to 10 professionals. My career focuses on defining strategic technical solutions that drive business success, fostering collaboration, and ensuring the achievement of goals. As a Computer Engineer with a Master's in Project Management, I excel in planning, organization, and technical leadership. Passionate about innovation, I stay at the forefront of technological trends, enabling me to guide my teams in dynamic and collaborative environments.

PROFESSIONAL EXPERIENCE

Technical Leader (Tech Lead)

Enel Group (Endesa)

Nov 2021 - Present, Madrid, Spain

- **Team Management and Development:** Leading technical teams of 7 to 10 people, enhancing their talent and ensuring project objectives are met. Delivered key solutions that exceeded business expectations, even under tight deadlines.
- **Process Optimization:** Implemented automated solutions that increased operational efficiency by 30%, reducing management times and minimizing errors through task automation.
- **Development of Scalable Solutions:** Designed custom tools to address critical business needs, improving the quality, sustainability, and scalability of technological services.
- **Strategic Collaboration:** Working closely with key stakeholders to align technological initiatives with business objectives, strengthening data-driven decision-making and maximizing organizational impact.
- **Commitment to Innovation:** Actively contributing to the development of initiatives aligned with Enel Group's strategic vision, promoting the adoption of emerging technologies to support energy transition and sustainability goals.

Software Engineer

Enel Group (Endesa)

Nov 2020 - Nov 2021, Madrid, Spain

- Partially led key projects, coordinating functional teams of up to 3 people, achieving 100% compliance with deadlines and budgets across more than 5 strategic initiatives.
- Designed and deployed automation tools that reduced processing times by 20% and operational errors by 15%, enhancing service quality.
- Contributed to optimizing internal systems, increasing operational efficiency by 25% through the implementation of automated processes and improvements to critical systems.

Software Engineering Intern

Monentia SL

Jun 2020 - Nov 2020, Canarias, Spain

- Worked with the company's proprietary framework for developing web/mobile applications based on Lambda architecture, improving scalability and technological efficiency, reducing load times by 5%.
- Developed a web/mobile application with a comprehensive Big Data approach, enhancing the processing and analysis of large data volumes, enabling up to 10% more data to be processed in less time.
- Optimized data handling by implementing solutions that reduced processing time by 8%, improving the quality of information used for key decision-making.

SKILLS

Interpersonal (Soft Skills):

- **Leadership:** Team inspiration, strategic decision-making
- **Teamwork:** Cross-disciplinary collaboration, fostering a positive work environment
- **Communication:** Clear idea transmission, negotiation skills
- **Critical Thinking:** Complex problem-solving, logical reasoning
- **Adaptability:** Positive attitude towards change, flexibility in dynamic environments

Technical (Hard Skills):

- **Programming Languages:** Python, C#, Java, PHP, MATLAB, Angular, Visual Basic (VBA)
 - **Frameworks & Technologies:** .NET Framework, Spring Boot, ASP.NET Core, Entity Framework, Unity
 - **Databases:** MySQL, SQL Server, PostgreSQL
 - **DevOps & Automation:** Git, Bash, Docker, Jenkins, CI/CD
 - **Software Architecture & Development:** Microservices, Modular Monoliths, Event-Driven Architecture (EDA), Service-Oriented Architecture (SOA)
 - **Cloud & Virtualization:** Microsoft Azure, basic AWS, Docker virtualization
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CERTIFICATIONS

Certified Kanban Expert™

International Scrum Institute™ (Scrum Institute)

Nov 2024, Madrid, Spain

- Demonstrates advanced expertise in implementing Kanban in agile teams.
- Enhances the ability to manage workflows and optimize continuous value delivery.
- Facilitates work visualization and bottleneck management in complex projects.
- Drives continuous improvement and operational efficiency within development teams.

Scrum Product Owner Accredited Certification™

International Scrum Institute™ (Scrum Institute)

Oct 2024, Madrid, Spain

- Strengthens the ability to manage product backlogs and maximize value delivery in each sprint.
- Develops skills for effective stakeholder interaction and ensures development teams meet business priorities.
- Enhances product vision comprehension and strategic decision-making.
- Aligns project objectives with client expectations and organizational vision.

Scrum Master Accredited Certification™

International Scrum Institute™ (Scrum Institute)

Sep 2024, Madrid, Spain

- Certifies the ability to lead agile teams, facilitate Scrum implementation, and promote a culture of continuous improvement.
- Reinforces skills to manage team dynamics, remove impediments, and ensure sprint progress.
- Develops leadership focused on collaboration and fostering self-organization within development teams.
- Enhances support for Product Owners, ensuring effective adherence to the Scrum process and maximizing value delivery.

EDUCATION

Master’s Degree in Project Management

VIU - International University of Valencia

Jun 2023, Valencia, Spain

Specialized in strategic project planning, execution, and leadership.

Master’s in Productivity and Personal Development

UAH - University of Alcalá

Jun 2022, Madrid, Spain

Focused on continuous improvement and personal efficiency development.

Bachelor’s Degree in Computer Engineering, Specialization in Software Architecture and Design

ULPGC - University of Las Palmas de Gran Canaria

May 2021, Canary Islands, Spain

Strong foundation in software design and complex problem-solving.

LANGUAGES

Spanish

Native

English (C1)

C1 Level Certification

CONTRIBUTIONS

Open-Source Community (Active Member)

European Open-Source Community

Jan 2019 - Present, Europa

- Contributed to the development and improvement of over 5 open-source video game projects, implementing new features and solving technical issues, improving game performance and stability by 20%.
- Participated in over 50 code reviews, optimizing performance and reducing errors, increasing the efficiency of game engines by 15%.
- Organized and moderated 10 open-source coding sessions and discussion forums, promoting knowledge sharing and active collaboration within the community, advancing emerging technologies.
- Integrated accessibility tools into 4 projects, enhancing user experience and ensuring video games were accessible to a 30% broader audience, including people with disabilities.