



# Juan Camilo Charria

Lead Software Engineer | TypeScript |  
Node.js | React | AWS | Microservices

Arlington - Texas

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## PROFESSIONAL SUMMARY

Lead Software Engineer with 15+ years of experience building full-stack applications, backend services, and scalable web platforms. Strong background in TypeScript, Node.js, React, AWS, microservices, and application modernization. Experienced in hands-on development, technical architecture, and leading engineering teams through complex modernization initiatives. Entrepreneurial background with additional experience in game development using Unity and Unreal Engine.

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## EXPERIENCE

- **PATHFUL INC. | REMOTE**

Lead Software Engineer | March 2020 – September 2026

- » Promoted to Senior Software Engineer in 2021 and Lead Software Engineer in 2022 within a 14-engineer organization; led a team of up to 6 engineers.
- » Led the first major redesign of the Nepris application into React with Next.js and introduced the company's microfrontend architecture, establishing patterns later adopted across engineering teams.
- » Worked with the Staff Engineer and Director of Engineering to define the company's microservices architecture with Python, including authentication, networking, service patterns, and development standards.
- » Developed a production Node.js microservice using TypeScript, Fastify, and TypeORM as part of the company's AWS microservices modernization initiative.
- » Created reusable microservice/microfrontend template repositories, enabling teams to quickly create new services using standardized architecture patterns.
- » Led the modernization and complete rewrite of a major product domain, replacing legacy .NET 3.1, .NET MVC, and older React applications while migrating infrastructure from Azure to AWS over approximately 5–6 months.
- » Established data architecture and documentation patterns with guidance from a Data Engineering consultant, implementing the initial schema/API pattern adopted by the team for subsequent services.
- » Reduced deployment time from approximately 15 minutes to 5 minutes through independent service deployments and GitHub Actions automation, with automated testing and deployment following approved merges.
- » Owned the Industry/Live Sessions and Video platforms, including professional recommendations, video processing, English captioning, Spanish translation, moderation, language tracks, and accessibility audio descriptions.
- » Served as an engineering lead across frontend and backend development, collaborating with Product and Engineering leadership on sprint planning, estimation, roadmap execution, architecture, and technical direction. During the final year, the company's AI-first engineering approach enabled me to return to approximately 80–90% hands-on coding while using shared Claude skills/rules and Slack-based deployment/release automation.

- **FILE & SERVEXPRESS | IRVING, TEXAS**

UI Engineer & Front-End Developer | July 2017 – March 2020

- » Led migration of a decade-old primary product UI to React and Redux and established frontend architecture and UI standards across company applications.
- » Created an in-house React library for dynamically generated interfaces and served as the lead developer for frontend technical decisions.
- » Supported backend API development, introduced ATATA UI automation, and helped developers troubleshoot complex UI issues.

- **LEVEL PLUS GAME STUDIO SAS | CALI, COLOMBIA**

Co-Founder & CTO / Game Programmer | January 2012 – 2017

- » Co-founded and provided technical leadership for an independent game studio, contributing to product strategy, architecture, development processes, and team training.
- » Developed games using Unity3D/C# and Unreal Engine 4/C++, working across gameplay, tools, AI, and technical systems.
- » Selected projects: Plushy Warfare, Nova Havock, Blast Or Die, 7DFPS Game Jam, Kitten Fall.

- **ROCKIN'HUB | CALI, COLOMBIA**

Startup Co-Founder / Full-Stack Developer | May 2016 – July 2017

- » Co-founded and developed web/mobile applications using AngularJS, PHP, and Symfony, contributing across application development and technical operations.

EARLIER EXPERIENCE

- **Mozato**  
Freelance Front-End Developer | 2015 – 2016
- **Universidad San Buenaventura**  
Game Developer | 2015
- **Ilustrato LTDA**  
Website Technical Support | 2014–2015
- **CIAT**  
WordPress Development Trainer | 2014
- **Ilustrato**  
Web Developer / Mobile App Developer | 2012–2014
- **AKL International**  
Web Developer | 2013
- **Complexity Group**  
Co-Founder / CIO / Backend Developer | 2011
- **Universidad ICESI**  
UnrealScript Lecturer | 2011

PERSONAL PROJECTS

- **GraphQL Job Tracker — Personal Application**  
Built a personal project to explore GraphQL API development with TypeScript and Node.js, focusing on schema design, queries, mutations, and backend integration.
  - *Github Repository:* <https://github.com/justjuank/graphql-job-tracker>
- **AI Copilot — In Development**  
Building a full-stack AI application using TypeScript, Hono, LangGraph, TypeORM, Awilix, Zod, React, and PostgreSQL. Developing agentic workflows and backend APIs, with Docker-based local development and Ollama/LM Studio for local LLM integration.
- **Scarward — GPS-Based Survival Game**  
Developing a GPS-based multiplayer survival game using React, TypeScript, and SpacetimeDB, with server-managed game state, location-based exploration, and real-time client/server interactions.

TECHNICAL SKILLS

- Backend & APIs**  
Node.js, TypeScript, JavaScript, Fastify, Express, Hono, Python, FastAPI, REST APIs, GraphQL, C#, .NET Core, PHP
- Frontend**  
React, Next.js, Redux, HTML5, CSS3, Tailwind CSS, AngularJS, Storybook, Webpack
- Databases & ORM**  
PostgreSQL, SQL, MongoDB, DynamoDB, TypeORM, SQLAlchemy, Mongoose
- Architecture**  
Microservices, Microfrontends, Full-Stack Development, Application Modernization, API Architecture, Event-Driven Architecture, Data Architecture
- Cloud & DevOps**  
AWS, Azure, Lambda, API Gateway, RDS, S3, CloudFront, DynamoDB, Redshift, Step Functions, EventBridge, CloudWatch, CloudFormation, GitHub Actions, Docker
- AWS AI & Media**  
Transcribe, Translate, Rekognition
- AI & Agentic Development**  
Amazon Bedrock, LangGraph, Ollama, LM Studio, Claude Code, Claude Skills, AI-Assisted Development, Agentic Workflows
- Development Tools & Practices**  
Git, Zod, Awilix, Jira, Confluence, Keycloak, Azure DevOps, Automated Testing, CI/CD
- Game Development**  
Unity, Unreal Engine, C#, C++, Gameplay Programming

EDUCATION

- FCECEP**  
**Cali, Colombia**  
System Technologist | Software Analyst and Programming Technician  
2007 – 2010
- Alexander Von Humboldt Institute**  
**Cali, Colombia**  
Software Analyst and Programming Technician Degree  
2005 – 2007

LANGUAGES

- ENGLISH**  
Professional proficiency
- SPANISH**  
Native