

Alan Fierro

Backend Engineer

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About Me

Backend engineer with 2+ years of experience building APIs and data pipelines, currently studying Software Engineering at Universidad Austral. Interested in AI-powered products and backend architecture. Looking to join a team where I can work on systems that actually reach users.

Professional Experience

03/2025 – 12/2025 Buenos Aires, Argentina	Backend engineer <i>LYNQ</i> - Developed backend services for a platform that integrates people-counting sensors with a data analytics and visualization system, building APIs and pipelines to process and store sensor data. - Worked on backend architecture and cloud integration to transform raw readings into dashboards and insights for clients. - Technologies: NestJS, Node.js, TypeScript, PostgreSQL, AWS, REST APIs, Agile, Git.
03/2024 – 12/2024 Buenos Aires, Argentina	Backend Engineer <i>AGRAS</i>  - Built and maintained backend services and APIs for web applications, implementing business logic and designing database schemas. - Focused on scalable and maintainable systems while collaborating on architecture and code reviews. - Technologies: Java, Spring Boot, REST APIs, PostgreSQL, Git, Agile.
06/2024 – 12/2025 Remote	AI Trainer - Freelancer <i>Outlier</i> Evaluated and improved LLM outputs through structured feedback, focusing on code quality, reasoning accuracy, and alignment. Contributed directly to model training pipelines.

SKILLS

• Java	• Python	• Kotlin	• SpringBoot
• NestJS	• Unity	• C#	• Git
• TypeScript	• Docker	• Agile	

LANGUAGES

Spanish Native	English Professional Working Proficiency IGCSE Certificate
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Personal Projects

2025 – 2026	Household Budget Dashboard  <i>Next.js, NestJS, TypeScript, PostgreSQL, Docker</i> Full-stack expense tracking app with a REST API backend and interactive dashboard frontend. Built with a separated frontend/backend architecture, Prisma ORM for database management, and fully containerized with Docker.
07/2025 – 02/2026	Input Overload  <i>Unity, C#</i> Designed and developed a 2D top-down roguelite with a custom keyboard pattern system, where skill placement on a QWERTY grid generates passive bonuses. Built in Unity with procedural room progression, a rarity-based skill system, and boss encounters with dynamic input disruption mechanics.

EDUCATION

2021 – Present	Software Engineering <i>Universidad Austral</i>
2014 – 2020	Completed Secondary Education <i>Colegio Cardenal Pironio</i>