

# Bruno Sarmiento

Tech Lead • Solutions Architect • Applied AI Engineer

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## SUMMARY

Tech Lead and Solutions Architect with 9+ years designing and delivering production systems across telecom, SaaS, and startups. Background spans full stack engineering, system architecture, and applied AI — built on a formal foundation in Computer Science and Data Science. Product-driven by instinct: equally invested in the problem being solved and the system solving it. Known for balancing architectural rigor with pragmatic delivery, and for raising the technical bar of every team I join. Targeting roles where engineering, leadership, and applied AI intersect.

## SKILLS

|                |                                                                                             |
|----------------|---------------------------------------------------------------------------------------------|
| BACKEND        | Node.js, TypeScript, Express, Python, Django, Laravel, Flask                                |
| FRONTEND       | React, React Native, Next.js, Vite, Tailwind, TanStack Query                                |
| AI & AGENTIC   | Anthropic API, Anthropic Agent SDK, Claude Code, MCP, prompt engineering, agentic workflows |
| CLOUD & DEVOPS | GCP, AWS, Firebase, Docker, Kubernetes, Pulumi (IaC), Tekton, CI/CD                         |
| DATABASES      | PostgreSQL (+ stored procedures), MySQL, Firestore, DynamoDB                                |
| APIS & INTEGR. | REST, OpenAPI/Swagger, Stripe, Apple/Google Wallet, Firebase Auth, OAuth                    |
| TESTING        | Jest, TDD, unit & integration testing                                                       |
| LANGUAGES      | TypeScript, JavaScript, Python, Swift, Objective-C                                          |
| METHODS        | Agile, SCRUM, technical mentorship, Specs as Code, code review                              |

## EXPERIENCE

2024 — PRESENT • REMOTE

### Founder & Lead Engineer • Nexora

Technical co-founder at Nexora — a production-grade, multi-tenant event management and ticketing SaaS platform targeting Latin America. Built end-to-end as a two-engineer founding team: backend API, four frontend applications, cloud infrastructure, CI/CD, and an AI agent toolchain.

- Architected and shipped the full platform as one of two founding engineers: 200+ REST endpoints, 120+ stored procedures on PostgreSQL, and a multi-tenant permission model with organization-level RBAC
- Contributed across four distinct React/TypeScript frontend applications: organizer admin dashboard, public customer checkout, platform super-admin, and an offline-capable event-day ticket scanner PWA with real-time QR scanning
- Designed the cloud infrastructure on GCP (Cloud Run, Cloud SQL, Cloud Storage) provisioned via Pulumi as code, with Kubernetes deployments and Tekton CI/CD pipelines auto-triggered across dev, staging, and production
- Built an AI agent orchestration system ("Virtual Office") on the Anthropic Agent SDK, Claude API, and MCP — automating git workflows, code search, build/test execution, database introspection, and PR creation with human-in-the-loop review
- Integrated a dual payment system: international cards via Stripe (incl. Apple / Google Pay) and local Costa Rican payments via SINPE Móvil, with refunds, reconciliation, and platform commission tracking
- Delivered Apple Wallet and Google Wallet ticket passes, QR-based scanning, bilingual (EN/ES) UX, financial dashboards, and audit logging — on an OpenAPI-first, Specs-as-Code foundation

**Tech stack:** Node.js, TypeScript, Express, PostgreSQL, React 19, Vite, Tailwind, Firebase Auth, Stripe, GCP (Cloud Run, Cloud SQL), Kubernetes, Docker, Pulumi, Tekton, Anthropic Agent SDK, MCP, OpenAPI

SEPTEMBER 2022 — PRESENT • REMOTE

### Senior Full Stack Developer • Amiggi

Senior backend engineer and de-facto technical lead on two U.S. telecom client engagements (CCI, Frontier). Owned the Node.js API layer and drove a multi-quarter backend modernization at CCI from legacy MuleSoft to a modern Node.js stack.

- Led the migration of 40+ legacy MuleSoft APIs to Node.js at CCI, replacing the core integration layer powering their entire customer-facing platform
- Set backend architectural direction across both engagements: service boundaries, API contracts, data modeling patterns, and integration standards consumed by web and mobile clients
- Raised team engineering standards — introduced testing coverage expectations, documentation practices, and CI conventions that became the default for new codebases
- Mentored junior and mid-level engineers through code reviews, pairing sessions, and technical design feedback; became the default escalation point for non-trivial architectural questions
- Partnered directly with product, design, and QA to unblock ambiguous work and translate business requirements into clean technical plans

**Tech stack:** Node.js, TypeScript, REST APIs, MuleSoft, Jest, Git, Agile

MAY 2016 — SEPTEMBER 2022 • SAN JOSÉ, COSTA RICA

Software Engineer • Akurey

Consultancy engineer on U.S. client accounts: Lucidpress (now Marq, SaaS design platform), Chick-fil-A Supply (logistics), and Carely (healthcare). Shipped production features across web, native iOS, React Native, and backend — which became the foundation for my full stack fluency and architectural intuition.

- Shipped production features end-to-end on multiple simultaneous client engagements, spanning web (React, AngularJS), iOS (Swift / Objective-C), React Native, and backend (Node.js, Laravel, Flask)
- Led targeted refactors of legacy codebases — introduced test coverage, modernized patterns, and cut incident rates on the touched surfaces
- Became a technical reviewer and informal mentor: gave structured feedback on PRs, ran pairing sessions, and helped onboard newer engineers into client codebases
- Worked directly with U.S.-based product and design teams in English — building the async communication habits and cross-cultural fluency that later defined my senior career

Tech stack: React, React Native, iOS (Swift, Objective-C), Node.js, AngularJS, Laravel, Flask, Git, REST APIs, Agile (SCRUM)

JANUARY 2016 — MAY 2016 • NORTH CAROLINA, USA

Software Developer — AI Gaming Platform • Wake Forest University

Designed and built an end-to-end platform where Computer Science students submitted autonomous Python agents to compete against each other in head-to-head game tournaments — an early hands-on project at the intersection of AI, systems design, and product.

- Designed the full platform architecture: Django web application, sandboxed agent execution runtime, and automated tournament orchestration
- Built the match engine responsible for running AI-vs-AI games, handling scoring, rankings, and replay visualization
- Shipped a production-grade system used by the university's Computer Science department to run student competitions

EDUCATION

|                                                              |                     |
|--------------------------------------------------------------|---------------------|
| <b>B.Sc. Computer Science</b> • Tecnológico de Costa Rica    | JAN 2012 — MAY 2016 |
| <b>Certificate, Data Science</b> • Tecnológico de Costa Rica | 2020                |

LANGUAGES

|                |                                                              |
|----------------|--------------------------------------------------------------|
| <b>Spanish</b> | Native                                                       |
| <b>English</b> | C1 Advanced — daily professional use with U.S.-based clients |