

Jeanmarcos Juarez

Adobe Certified Master Architect · Senior Software Engineer · Backend & Distributed Systems

Architecture, code, and leadership for software that scales without blowing up.

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SUMMARY

Senior software engineer with 9+ years designing, building, and leading high-traffic platforms. Adobe Certified Master — Adobe Commerce Architect, with current focus on high-performance backends, distributed systems in Go, and AI-native workflows. Language-agnostic: technology is a toolbox, not a constraint.

MAIN TECHNOLOGIES

LANGUAGES

PHP Go JavaScript TypeScript SQL Bash

BACKEND & ARCHITECTURE

Magento 2 Laravel Symfony gRPC Protocol Buffers REST / GraphQL Microservices Actor model Event-driven

FRONTEND

Vue.js Hyvä Tailwind CSS Alpine.js Knockout.js

DATA & INFRASTRUCTURE

MySQL PostgreSQL Redis RabbitMQ GORM Docker AWS Linux Fastly GitHub Actions

AI / LLM WORKFLOWS

Claude SDK RAG Embeddings Prompt engineering AI-native pipelines

EXPERIENCE

Improntus

Magento Backend Developer · Apr 2025 — present · Argentina · Remote

- Backend development on Magento 2 for eCommerce clients with a focus on performance and production stability.
- Integrations with external systems (ERP, CRM, payment gateways) via REST/GraphQL.
- In parallel, active expansion of stack into Go and distributed systems applied to high-performance backends.

Good Inc

Magento Team Lead · Feb 2024 — Mar 2025 · United States · Remote

- As Technical Lead and Full Stack Developer in eCommerce, led a distributed team of 10+ engineers delivering end-to-end Magento solutions across frontend and backend.
- Redesigned the delivery process: module ownership, CI/CD pipeline with automated gates, async planning.
- Mentorship program that cut time-to-autonomy for new hires in half.
- Impact: +20% annual revenue, +30% team velocity, sustained self-organization across Black Friday and peak seasons.

Tutenlabs

Magento Developer Full Stack · Feb 2023 — Feb 2024 · Chile · Remote

- As a certified Magento expert, customized modules, optimized performance, and developed tailored extensions per client requirements.
- Led technical aspects of client-facing eCommerce projects with agile methodologies, Docker, and multi-client environments.
- Critical query optimization (+40% DB performance) and zero-downtime legacy migrations via dual-flow architecture.
- New Relic instrumentation and resolution of DB- and network-level bottlenecks.

Balloon Group, a Fastforward.ai company

Magento Backend Developer · Oct 2022 — Feb 2023 · Remote

- Custom Magento modules to improve UX and conversion.
- Performance optimization: 70% reduction in page load times.
- Real-time inventory and order synchronization across multiple platforms.
- Proactive security hardening (scans, patches, monitoring).

Tekpro eCommerce

Magento Backend Developer · Apr 2021 — Sep 2022 · Remote

- Maintenance, updates, and security patches for Magento stores in production.

- Custom modules to improve checkout and order management.
- Integration of flexible, secure payment gateways.
- Cross-functional troubleshooting to maintain seamless operations.

Freelance

Full Stack Developer · Jan 2016 — Apr 2021 · Remote

- High-performance web applications for clients across LATAM and US markets.
- Full stack: robust backend + polished frontend depending on the product.
- Integration with payment gateways and third-party services.
- Delivery aligned with each client's commercial goals.

SELECTED PROJECTS

Full backend rewrite, in Go, of a large-scale MMORPG. Three-service microservices, custom binary protocol, real-time world and combat simulation.

Creator · Backend Architect · Personal project · 2024 — present

Go gRPC Protocol Buffers MySQL GORM Docker Viper Actor model

- Three-service architecture (game, auth, chat) communicating over gRPC on a shared MySQL data layer with GORM.
- Custom binary TCP protocol with encryption, state-machine sessions, and packet routing by session state.
- Actor-model concurrency: each player is an actor with an action queue to process inputs in order, race-free.
- World simulation: regions, KnownList visibility, NPC AI, combat system, geometry/raycasting engine.
- Custom Bash + gum tooling for build/run/debug, hot-reload via air, cross-compile packaging (Linux/Windows).

CERTIFICATIONS

★ Adobe Certified Master — Adobe Commerce Architect

Adobe · MASTER · Nov 2025 · → Nov 2027

[Verify credential ↗](#)

Adobe Certified Professional — Adobe Commerce Developer

Adobe

[Verify credential ↗](#)

EDUCATION

Universidad Central de Venezuela (UCV)

Computer Science · 2017 · Caracas, Venezuela

LANGUAGES

Spanish

Native

English

B1 — Conversational