

NATHAL DAWSON

SOFTWARE ENGINEER 📍 VIÑA DEL MAR, CHILE ☎ (+56)9 5392 4407

◦ DETAILS ◦

Viña del Mar
Chile
(+56)9 5392 4407
nathaldawsondiaz@gmail.com

Nationality
Chilean

◦ LINKS ◦

[GitHub](#)

[LinkedIn](#)

◦ SKILLS ◦

Databases: MySQL, PostgreSQL,
MongoDB, Apache Cassandra

Programming Languages: Java,
C#, Python, SQL

Technologies: Salesforce, Git,
Bitbucket, Spring, .NET, Bootstrap,
NodeJs, Express, Maven, Amazon
AWS, Archiva, Tomcat, Jenkins
Vuforia, Oculus, Unity, PowerBI

Project Management: Jira, Trello,
Slack, Scrum, Bizagi

Soft Skill: Leadership, Proactivity,
Teamwork

◦ LANGUAGES ◦

Spanish

English

◦ HOBBIES ◦

Playing Drums, Guitar, Piano,
Singing, Reading Books, and
Watching Soccer.

👤 PROFILE

Hands-on software engineer with 6+ years of back-end web development experience, proficient in various programming languages and technologies. Founded a start-up at 24, developing 15+ projects in industries like education and simulations using Unity for mobile, computer, VR, and AR games. Skilled in software design, development patterns, and problem-solving. Committed to quality, clean code, and continuous learning. Experienced in agile environments, managing the software development life cycle, and mentoring students and junior developers. Adapts quickly to new technologies with minimal supervision.

📁 EMPLOYMENT HISTORY

Senior Software Engineer at ADvendio, Viña del Mar, Chile

March 2021 — Present

Technologies: Java, Git, MySQL, AWS, Docker, Salesforce, Springboot, Jenkins, Maven.

Project: ADvendio Advertising Solution.

- Part of the back-end team, implementing and updating modules using Java.
- Developed micro-services for architecture migration.
- Maintained AWS databases and improved system scalability.
- Enabled continuous integration via Jenkins, documented processes.
- Mentored junior developers, enhancing their skills.
- Collaborated with Project Managers, Finance, and Front-End teams.
- Integrated Salesforce solutions within the project to optimize advertising efforts and streamline processes.

Adjunct Professor / Software Engineer at Universidad Catolica del Norte, Antofagasta, Chile

June 2016 — March 2021

Software Engineer:

- Enabled Quality Management Department to maintain institutional accreditation for 6+ years through automation.
- Automated key processes using the Soft Expert platform, BPMN, and Python.
- Developed interactive Power Bi dashboard displaying institutional metrics.

Professor:

- Mentored 250+ students in programming courses.
- Introduction to Programming: Taught basics using Python.
- Advanced Programming: Covered Object Oriented Programming and Dynamic Programming using Java.
- Platform-Based Software Development: Instructed API-Restful creation with Java and Spring Boot.
- Advanced Programming Project: Taught VR/AR development using C# and Unity.
- Introduction to Engineering II: Covered game design fundamentals with Unity.

Software Engineer at Indie Knight, Antofagasta, Chile

March 2016 — December 2020

Technologies: C#, MySQL, Unity, iOS SDK, ARKit, ARCore, Vuforia, Oculus SDK, AWS, Steamworks SDK, Amazon Sumerian SDK.

Project: Hunter of the Disowned (PC game)

- Developed dynamic-level creation logic.

- Led 10+ person team, sold 30,000+ copies on Steam.
- Pitched to investors and secured budget.

Project: PignusVR (Oculus/PC)

- Led software engineering team for VR educational game.
- Developed real-time database system and user-object interactions.

Project: 10+ Educational VR Games (Oculus/PC)

- Developed back-end logic with C# and Unity.
- Handled system documentation.

Project: Time to Dodge (iOS/Android game)

- Integrated in-game purchasing and ads systems.
- Created in-game shop.

Jr Software Engineer at MEI Chile, Antofagasta, Chile

July 2016 — July 2017

Technologies: PHP, PostgreSQL, Firebase, API-Rest.

Project: Purchasing Web System.

- Developed webshop using PHP and PostgreSQL.
- Implemented Firebase for client authentication.
- Integrated Transbank for payment processing.
- Documented system with scalability considerations.

EDUCATION

Computer and Informatics Engineering, Universidad Catolica del Norte, Antofagasta, Chile

March 2010 — September 2016

Graduated with Distinction 6.9 / 7.0

Relevant Courses: Software Engineering, Databases, Operating Systems, Information Systems, Compilers, Artificial Intelligence.

INTERNSHIPS

Software Engineer Intern at Universidad Católica del Norte, Antofagasta, Chile

January 2013 — March 2013

Technologies: C#, ADO.NET Entity Framework, ASP.NET, MySQL, IIS, HTML+CSS, PHP, CMS.

Project: Virtual Class Attendance Book.

- Developed a web system for university attendance registration.
- Applied software engineering techniques throughout development.
- Created UML diagrams, and defined and built MySQL database.
- Developed functionalities using .NET and object-oriented paradigm.
- Established and tested rules for components.
- Deployed system on Windows Server 2012 using IIS.

Software Engineer Intern at Universidad de Antofagasta, Antofagasta, Chile

January 2014 — March 2014

Technologies: C#, .NET, MySQL, IIS, HTML+CSS.

Project: Tickets and Incident Reports.

- Developed a web system achieving a 90% time reduction for incident registration.
- Managed software requirements and stakeholder communication.
- Created system documentation and UML diagrams.
- Developed MySQL database and web system functionalities using C# and OOP.
- Deployed system on Windows Server 2012 using IIS.