

STIVEN LEONARDO ILARRAZA MINTEGUI

Senior Software Engineer and Technical Lead

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PROFESSIONAL SUMMARY

Senior Full Stack Developer and Technical Lead who has over 7 years' experience in the development of production web applications, B2B platforms, backend systems, and automation solutions. Experienced in technical leadership, scalable architecture, third-party integrations, and AI-powered workflows.

PROFESSIONAL EXPERIENCE

Lead Software Engineer Technical Lead

Confidential B2B Platform

Nov 2025 - Jul 2026 Remote

- Built and scaled a production B2B platform for the remodeling and real estate industry, leading technical architecture, product development, integrations, delivery and maintenance.
- Coordinated a growing development team and led technical execution, development priorities, architecture decisions, and product delivery.
- Designed a multi-service ecosystem including a central Node.js API, React web application, n8n automation services, and APIs supporting AI agents, connecting all of them with third party integrations like QuickBooks, Google Drive, DocuSign, ElevenLabs, handling data synchronization, automated processing, external events, and cross-service workflows.

Full Stack Web Developer

Octonove Agency

Oct 2021 - May 2025 Remote | Freelance

- Developed custom web applications from monolithic applications to distributed systems with multiple integrations.
- Developed custom WordPress themes and plugins as per client requirements.
- Directly worked with 50+ clients to translate business requirements into maintainable and scalable technical solutions.

Senior PlayCanvas Game Developer

GAMEBOP

Apr 2021 - Oct 2025 Remote | Project-based

- Developed and contributed to 30+ web game projects with PlayCanvas and JavaScript, from quick prototypes and experimental concepts to released games, targeting platforms and publishers like Voodoo and Snapchat.
- Designed reusable gameplay systems, technical features and development tools intended to be shared across multiple projects for improved development efficiency and to aid other developers.
- Assisted with feature implementation, gameplay systems, debugging, integrations and technical problem solving, providing technical support and directly contributing to other developers' projects.
- Implemented in-game UI, events and online connectivity integrations for the Supersnappy platform on the backend and online services.

CORE TECHNOLOGIES

Software Engineering

Node.js TypeScript
PHP C#
REST APIs DDD MVC

Web Development

React NextJS Bootstrap
Tailwind CSS
Laravel Codeigniter
Custom WordPress

Platforms & Tools

MySQL MongoDB
n8n Docker Cloudflare AWS
S3/R2 Storage Socket.io
Git

Game Development

Unity Unreal Engine
PlayCanvas C++

LANGUAGES

Spanish
Native
English
B2+ Professional Working Proficiency

Unity Developer

Mia Gaming

📅 Dec 2023 – May 2024

📍 Remote | Part-time

- Developed gameplay and technical features using Unity and C#.
- Collaborated with multidisciplinary teams on interactive products and game-development workflows.

Game Developer in Unreal Engine 4

NOWWA

📅 Apr 2019 – Apr 2021

📍 Remote | Freelance

- Designed game modes and their supporting gameplay systems, mechanics, and rules (Domination, Capture the Flag, Payload)
- Led implementation of UI systems, in-game menus, user flows and interactive gameplay features. Designed and built an entire 3D interactive UI experience.
- Created an in-game level editor, including procedural generation, voxel terrain editing and in-built content creation tools.
- Worked on gameplay architecture, input, engine subsystems, internal technical tools and production workflows.

Freelance Web Developer

Independent Clients

📅 Oct 2018 – Nov 2021

📍 Remote | Freelance

- Working as a Web Designer to develop multiple websites using Wordpress.
- +15 Websites fully completed based on the client requirements
- Maintenance of multiple portals for a game company.

Unity Developer

Freelance

📅 Oct 2017 – Mar 2019

📍 Remote | Freelance

- Developed video games and multimedia projects using Unity and C#.
- Served as lead developer for the mobile game *McGlutton 2*.
- Worked as UI Lead and generalist developer on *StrategyOn*.