

Frank Casanova

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<https://frank-casanova.vercel.app/en>

Summary

Experienced Backend Developer with over 3 years of experience, specializing in building and optimizing robust server-side applications. Expert in caching strategies, database management (SQL & NoSQL), network protocols, web scraping techniques, and software architecture principles. Proven ability to identify and squash backend bugs, because who needs a social life when you can have peak performance? Fluent in Spanish and English.

Skills

- Languages: Rust, Python, SQL, JavaScript (Node.js - implied), HTML, CSS
- Frameworks/Libraries: Actix, Django, FastAPI, Flask, React.js (familiarity)
- Databases: PostgreSQL, MySQL, MongoDB
- Concepts: Backend Architecture, REST APIs, SOLID Principles, OOP, Asynchronous Programming, Caching, Web Scraping, Testing, System Performance Optimization, Network Fundamentals
- Tools: Git, GitHub, Linux Server Administration, Docker (implied/likely), Terminal/Command Line
- Other: Technical Documentation (Markdown)

Experience

Freelancer | Full Stack Developer (Backend Focused) Jan 2020 - Present

- Made significant contributions to various open-source projects, with a recent focus on the godot-rust initiative.
- Developed and maintained backend systems for personal projects, focusing on performance, scalability, and reliability.
- Designed and implemented RESTful APIs using Python frameworks like Django and FastAPI.
- Managed databases (PostgreSQL, MongoDB), including design, optimization, and querying.
- Implemented asynchronous task queues using Celery for background processing.
- Applied web scraping techniques for data extraction projects.

Projects

- The Vault - Blog: Full-stack blog application built with Django, featuring articles on programming and tech.
- Crazy Dodge: Video game made using Rust as a scripting language on the Godot game engine.
- NiteWipe - Social Media App: Django-based social app combining features of Instagram Stories and TikTok, with ephemeral posts.
- gdext-cli: Command-line tool written in Rust to streamline Godot game development using Rust scripting.
- RustGanizer: Desktop application that efficiently organizes files by relocating them to their designated directories based on their respective file extensions written in Rust.

(full list available upon request)

Education & Certifications (Selected Highlights)

Hussein Nasser Certifications

- Fundamentals of Backend Engineering - Udemy (300 hours)
- Discovering Backend Bottlenecks: Unlocking Peak Performance - Udemy (200 hours)
- Fundamentals of Network Engineering - Udemy (150 hours)

High Grades Certifications

- Python Backend Development Certified - Platzi (500 hours)
- Backend Architecture - Platzi (45 hours)
- Professional Software Architecture - Platzi (50 hours)
- Software Architecture Principles - Platzi (30 hours)

(Over 3000 hours invested in learning, full list available upon request)

Languages

- Spanish: Native
- English: Professional Working Proficiency