Jesús Izquierdo

🌐 jesusizquierdo.dev

💻 github.com/jesusizq

☎ +34 626 10 27 73

✉ hello@jesusizquierdo.dev

💼 linkedin.com/in/jesus-izquierdo-cubas/

📍 Madrid, Spain | Available for remote work globally

AVAILABLE FOR

- Contract engagements
- Full-time remote roles
- Project-based consulting

TOP SKILLS

- C++17/20, Python
- Remote collaboration & autonomy
- High Performance Computing
- Distributed Systems, Docker, CI/CD

EDUCATION

MSc in Industrial Engineering
Universidad de Alcalá - 2015/2017

BSc in Elecronics and Industrial Automation Engineering
Universidad de Alcalá - 2011/2015

LANGUAGES

Spanish - Native
English - Full professional

💎 Skills

- C++, CMake, High Performance Computing (HPC), multithreading
- Python (Flask), API RESTful, SQL Alchemy, PostgreSQL, MySQL, MongoDB, Stripe
- Git, Docker, CI/CD, Google Cloud, RabbitMQ, Microservices
- Threejs, WebRTC, Socket.io, Linux

Senior Software Engineer with 8+ years building **high-performance C++ systems** and scalable **Python backends** for SaaS products.

Specialized in performance-critical pipelines, distributed systems, and full-lifecycle product development.

4 years of **100% remote** work with **international** teams. Currently exploring **remote** roles with companies building ambitious technical products.

FEATURED PROJECT

MiniaturZ - 3D Platform for Online Therapy   Jan 2025 - Present

miniaturz.com

Engineered end-to-end SaaS from scratch: a real-time, multi-user 3D platform enabling therapists to replicate a specific clinical technique with their patients online.

- **Solved critical 3D rendering performance bottlenecks** with custom asset preloading system and KTX2/Draco compression for efficient texture and mesh loading, ensuring smooth UX
- **Architected full infrastructure:** containerized microservices, WebRTC for video calls, Stripe for subscription payments, and CI/CD pipeline
- Built real-time multiplayer 3D synchronization using custom protocol over WebSockets (Socket.IO)
- Drove 100% of the **product / marketing strategy**.

Tech: WebGL/Three.js, Node.js, TypeScript, Docker, Nginx, Stripe

EXPERIENCE

Senior Software Engineer - Contract   Aug 2025 - Dec 2025

OMI - Paris, France (Remote)

SaaS platform enabling brands to create photorealistic 3D models and generate product visuals for marketing

- Architected C++ asset processing pipelines for 3D model integration
- Enhanced in-house artist tools, improving asset processing and scene-building workflows
- Spearheaded performance optimization across applications (C++, Qt), backend rendering pipelines, and real-time webviews (OpenGL)
- Contributed to a modular codebase, with build systems like CMake and QMake and participating in peer code reviews for quality
- Integrated **AI-generated** pipelines into C++ asset processing system, enabling automated assets creation
- Automate artists workflows with Python scripts

Senior Software Engineer   May 2022 - Aug 2025

SEDDI - New York, US (Remote)

Fashion industry SaaS products aimed to textures digitalization and 3D fabrics simulation on real-time on the browser.

- Designed and implemented **high-performance**, scalable **HPC** services in **C++** to **support real-time 3D** rendering and simulation workloads
- Delivered robust **backend microservices** and **APIs** using **Python/Flask**, enabling **scalable** and **asynchronous** jobs
- Built **tools, libraries,** and Docker-based **CI/CD pipelines** to streamline development workflows, improving developer productivity and system reliability
- **Identified and resolved bottlenecks** in distributed processing, enhancing system scalability and performance
- Led code **quality initiatives**, including refactorings, linting, and high test coverage (Google Test, Pytest), **ensuring maintainable and reliable codebases** through SOLID principles, Design Patterns and Agile methodologies

Software Engineer   Oct 2015 - May 2022
GRUPO EPELSA - Alcalá de Henares, Madrid

- Developed **multithreaded C++** application for **distributed Linux embedded systems**
- Designed communication protocols using **TCP/IP** sockets and **Python** services
- GUI design (GTK library), unit testing and MariaDB SQL administration
- **Full lifecycle development of of software**: requirements, prototyping, implementation, and testing