

JOSER GALA NARANJO

Software Craftsperson (they/them)

📍 Aalborg, Denmark

✉️ jgalanar@joserbala.dev

🌐 joserbala.dev

LinkedIn: joserbala

GitHub: joserbala



Computer and Software Engineer with almost 5 years of experience. Thriving on learning and improving, team-focused, creating an environment where we support each other while holding each other accountable. I don't stop at "just works"; I am critical and want to arrive at the issue's root cause. All the previous have led to an improvement in the quality of the code, making deliverables easier and reliable, boosting the team's productivity, and making team members happier to work together.

Please refer to [my accolades](#), [my portfolio](#), and [my Software Engineering Podcast \(in Spanish\)](#).

EXPERIENCE

Software Engineer

Slipgate Ironworks

📅 Sep 2024 – Nov 2025 // 1 yr 3 mos

📍 Aalborg, Denmark

Responsible for UI programming, working on Tempest Rising, a multiplayer RTS game, in which the UI plays a critical role, with C++ and Unreal Engine. I ensure code meets the needs while maintaining a **Ubiquitous Language** with stakeholders.

- **Hosted learning hours** every other week, mentoring others in pair and mob programming, TDD, and unit testing.
- Onboarded and became a Buddy of new team members.

Software Engineer, Project Lead

Slipgate Ironworks

📅 Dec 2023 – Oct 2024 // 11 mos

📍 Aalborg, Denmark

I worked as the project lead in a team where they didn't have experience with the stack at hand, C#/.NET and Unity, **training them** in an effective approach to it and having a successful project with it. Console ports for PS5, XSeries, and Switch.

- **Fostered team collaboration**, organising coding katas.
- Designed and implemented the **CI/CD pipelines** for Linux, Windows, and game consoles, reducing the manual processing time of making builds.
- **Designed** the architecture to work on game consoles.

Software Engineer

KLABATER S.A.

📅 Sep 2022 – Nov 2023 // 1 yr 3 mos

📍 Warszawa, Poland

Development of game console ports with C#/.NET and Unity for PlayStation, Xbox, and Switch. **Completed 5 projects**.

Full-Stack Programmer

Katedral Studios

📅 Jun 2021 – Jul 2022 // 1 yr 2 mos

📍 Málaga, Spain

Creation, correction, and extension of mobile apps and gamification projects, taking into account front-end (C#/.NET and React) and back-end (AWS, Python, JS), **designing APIs**.

- **Drove innovation**, introducing **Infrastructure as Code** using Serverless Framework, improving the deployment and maintainability of AWS Lambda and other services.
- **Mentored two interns**, teaching best practices, **having code reviews**, and promoting pair programming.
- Migrated database (DynamoDB) tables between accounts.

MOST PROUD OF

👤 **Improving team's workflow**
by mentoring in better programming practices and ways of working.

👤 **Creating a safe space**,
asking questions and communicating positively.

👤 **Maintaining high code quality**
while managing expectations when leading Bloodless' port.

👉 **Driving continuous improvement**,
promoting team members' level.

➕ **Building the right thing right**
by raising concerns healthily and constructively.

STRENGTHS

Test-driven development (TDD)

OOP Pair & Mob Programming

SOLID Extreme Programming (XP)

Refactoring MVP Architecture

Domain-driven design (DDD)

Technical & User Documentation

Automated Testing Clean Coding

Infrastructure as Code (IaC)

Platform Compliance CI/CD

C#/.NET NUnit C++

Google Test AWS AWS Lambda

Amazon DynamoDB Amazon RDS

Serverless Framework NoSQL

SQL MySQL GitHub Actions

Jenkins Git SonarQube

JavaScript TypeScript React

HTML5 Java Python Perfice