Glenn Della Rocca Suasnavar

Senior Full-Stack Engineer · Cloud Architecture & Embedded Systems

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Full-stack engineer building production software since 2017, taking products from blank repo to revenue — Postgres schemas, serverless AWS infrastructure, Astro/Svelte and React front ends, and ESP32 firmware. Repeatedly the first and often only engineer on greenfield systems that became core operating infrastructure, across fintech, banking, casino gaming and IoT-enabled retail. Owns architecture and delivery end to end, documents decisions, and holds solo work to team standards.

CORE SKILLS

Languages	TypeScript, JavaScript (ES6+), Python, SQL
Frontend	Astro, Svelte 5, SvelteKit, React, Tailwind CSS, SCSS/SASS, Storybook, design systems
Backend	Node.js, Hono, NestJS, Express, Flask, REST & GraphQL APIs, Zod, Celery
Data	PostgreSQL & Neon, MySQL, MongoDB, DynamoDB, Drizzle ORM, TypeORM, SQLAlchemy
Cloud & DevOps	AWS (Lambda, CloudFront, API Gateway, S3, EC2, ECS), SST / Pulumi IaC, GitHub Actions, CI/CD, DigitalOcean, Nginx, Linux & Bash
Quality & Security	Vitest, Playwright, Chromatic visual regression, ephemeral test environments, RBAC & session-claim authz, Clerk, webhook signature verification
Embedded & IoT	ESP32 / Espressif, embedded C, custom firmware, PCB design, hardware–cloud integration
Practice	System architecture & ADRs, technical leadership, code review, Agile/Scrum, Jira, Figma

SELECTED PROJECT

BeyondFit · Founder & Sole Engineer · beyond-fit.dellarocca.mx — Jun 2026 – Present

- Designed, built and shipped a live Spanish-language nutrition and coaching platform single-handedly, reaching production in seven weeks — a four-package pnpm monorepo running eight Lambdas on AWS with Astro SSR, Svelte 5 islands, Hono APIs and Neon Postgres, provisioned as code with SST.
- Architected a single-CloudFront-Router topology: the SSR Lambda is the catch-all origin and each API Lambda attaches at a disjoint path via Function URL — same-origin by design, no CORS, with cold starts, memory, concurrency and least-privilege secrets independent per function.
- Built a three-role authorization model (admin / coach / member) resolved from verified session claims rather than request payloads, with route-level guards and deliberate IDOR defenses.
- Engineered per-run ephemeral test databases: Playwright forks a fresh Neon branch from a schema-only baseline, seeds it and tears it down with leak-safe cleanup.
- Built bilingual, accent-insensitive ingredient search over ~8,200 curated USDA FoodData Central entries; held solo work to team standards with five ADRs, domain glossaries, a 52-primitive design-token system and unit, E2E and visual-regression gates in CI.

PROFESSIONAL EXPERIENCE

GG Games · Software Engineer · Culiacán — Feb 2024 – Present

Entertainment / IoT-enabled retail. Sole engineer — full ownership of firmware, backend, web and cloud infrastructure.

- Leading a ground-up rebuild of the platform I originally built in 2017, replacing a fragmented legacy stack with a cloud-native system spanning firmware, backend and web.
- Re-architected the IoT control system for the ride fleet on ESP32, rewriting firmware on ESP-IDF rather than Arduino libraries, on a smaller and more resilient PCB built from off-the-shelf components.
- Designed and shipped a serverless platform (SvelteKit, AWS Lambda with Middy, Neon PostgreSQL, Drizzle ORM, Clerk) handling per-client revenue splits, fleet inventory across 20+ ride types, eight-role access control and a bilingual public catalogue.
- Built automated tenant provisioning with database-per-tenant isolation — a registration webhook stands up a dedicated database and seeds its role accounts — keeping client data fully separated and cutting the cost of onboarding each partner.

- Built a mobile-first field inspection workflow: geo-tagged condition reports with photos uploaded straight to S3 via presigned URLs, keeping large uploads off Lambda.
- Automated provisioning and deployment with SST and GitHub Actions, with Vitest and Playwright suites gating every change.

Altimetrik México · Full-Stack Engineer — May 2022 – Oct 2023

Software consulting · fintech, banking, data aggregation.

- Cut bounce rate from 53% to 31% on a fintech's React + TypeScript product by rebuilding landing pages, shipping customer-facing features and adding custom animations.
- Backend lead on an internal NestJS + GraphQL platform that replaced manual cross-department workflows — API surface, testing configuration and a custom database logging system.
- Code reviewer and repository maintainer across multiple TypeScript projects.

Palermo Entertainment R&D · Senior Backend Engineer & Project Lead — Jun 2021 – May 2022

Casino gaming.

- Led the greenfield build of "SoFi", the company's first in-house software system, delivered on schedule as sole backend engineer (Python/Flask, SQLAlchemy, Celery, PostgreSQL) while managing the frontend team.
- Raised new-customer conversion 12% and reduced fraud incidents 20% by turning the platform into an ETL hub that pooled data from multiple sources and surfaced VIP players.
- Lifted casino attendance and games played 16% through a redesigned bonus and cash-reward engine.
- Owned production infrastructure on DigitalOcean — managed PostgreSQL, Nginx reverse proxy, staging and production, backups — and tuned query performance.
- Ran stakeholder interviews and requirements analysis; coached frontend developers and led code review.

CONNEXA · Senior Full-Stack Developer (freelance) — Feb 2021 – Jun 2021

Information technology.

- Delivered a greenfield on-premise inventory and quoting system (Svelte 3 + TypeScript, Python/Flask API) on time, from wireframes through client handover.
- Reduced inventory data processing from 5 days to under 2 hours with a custom Python indexing pipeline.
- Cut RFQ generation from hours to under 20 minutes at 99% quote accuracy by integrating real-time supplier pricing into search.

GG Games · Web Developer & Project Lead — Jul 2017 – Sep 2019

- Built the company's first custom software end to end: Flask/SQLAlchemy REST API, PostgreSQL schema design and a vanilla-JS PWA, deployed on DigitalOcean.
- Designed a custom embeddable control PCB from schematic to production, manufactured in China and Mexico, enabling remote enable/disable of every machine in the fleet.
- Eliminated employee cash-handling theft and made per-machine revenue auditable for the first time, resolving the company's primary scaling constraint.

EDUCATION · LANGUAGES

Graduate studies, MSc in Computational Sciences — TecNM Campus Culiacán · 2019 – 2021

BEng, Computer Systems Engineering — Software Development — TecNM Campus Culiacán · 2012 – 2017. Graduated with honours. Thesis: GPU-accelerated kNN for forecasting and reconstruction of time series.

Languages: Spanish — native · English — professional working proficiency