

# Camilo Castro

Senior Full Stack Developer · PHP / Laravel · Node.js · Vue.js

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I've always been curious about how things work — that curiosity led me into software engineering and still drives how I approach my work today. Over 15+ years I've built PHP systems, primarily with Laravel, across e-commerce, enterprise software, video games, and applied research — working across both backend and frontend (Node.js, Vue.js) along the way. Each context reinforced the same lesson: understanding the problem and building software that can evolve over time matters more than any specific technology.

## TECHNICAL SKILLS

|                 |                                                                                                                                                                  |
|-----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Backend</b>  | PHP, Laravel, Magento 2, Phalcon, Node.js                                                                                                                        |
| <b>Frontend</b> | Vue.js (Options & Composition API), Vuex, Pinia, Bootstrap, Tailwind CSS, Blade, Knockout.js, jQuery, HTML/CSS                                                   |
| <b>Data</b>     | PostgreSQL, MySQL, MongoDB, Redis                                                                                                                                |
| <b>DevOps</b>   | Docker, AWS EC2, GCP Cloud Run, Azure, Git, RabbitMQ, CI/CD (GitHub Actions)                                                                                     |
| <b>Tools</b>    | Jira, Trello, Git Flow, PHPStorm                                                                                                                                 |
| <b>APIs</b>     | RESTful API design, third-party integrations, event-driven architecture                                                                                          |
| <b>Other</b>    | Solidity, Ethereum smart contracts, Hexagonal Architecture, SOLID principles, clean code, Agile/Scrum, technical leadership, AI-assisted spec-driven development |

## EXPERIENCE

### Senior Developer

Nov 2019 — May 2026

#### Infracommerce LATAM — E-commerce (Magento / Adobe Commerce, PHP)

*PHP platform engineering, production reliability, and payment/ERP integrations for a large-scale e-commerce monolith.*

- Worked on the e-commerce platforms of 10+ clients on Magento 2, across sectors like retail, consumer goods, wine & spirits, and public sector.
- Built and maintained integrations with third-party systems — payment providers, ERPs, marketing and affiliate services — covering order sync, customer creation, and transaction flows, including failure handling for edge cases.
- Also worked on Magento's frontend layer — Knockout.js, jQuery, HTML/CSS, and the framework's XML configuration for forms and layouts.
- Identified and resolved performance bottlenecks; converted a synchronous customer-registration flow into an async one using RabbitMQ queues.
- Used Docker for local environments, deployed to AWS, and worked within Agile/Scrum teams alongside Product, QA, and DevOps, including code reviews.
- Adopted an AI-assisted, spec-driven development workflow in the final year of the engagement.

### Developer

Nov 2016 — Apr 2020

#### ViveLab Bogotá — Civic-tech & applied research

- Led a team of 3 students building **UNInnova**, and built **Distrito Joven / Banco de Talentos y Oportunidades del Distrito** in Laravel — platforms for Universidad Nacional de Colombia and the Bogotá city government.
- Built two blockchain prototypes with Ethereum/Solidity, Node.js and PostgreSQL/MongoDB: a voting system and a land-registry system for Colombia's National Land Agency.
- Built and deployed an educational game explaining blockchain concepts using Phaser, shipped via GitHub Pages with a GitHub Actions CI/CD pipeline.
- Co-instructor and mentor for a "Smart Contract Development" course at UNAL across 3 cohorts (Ethereum, Hyperledger, Solidity).

### Developer

Oct 2016 — Nov 2016

#### Teravision Games — Game development

- Worked with the Unity game engine using C# to build connections to a Backend-as-a-Service (BaaS), with the goal of adding new features to an unpublished game.

### Developer

Apr 2016 — Sep 2016

#### Zion Business Group

- Made modifications to a Java backend for a Sodexo Pass application.
- Worked on the development of a Wallet-style application, with the backend built in Laravel.

### Developer

Nov 2013 — Apr 2016

#### Brainz S.A. — Mobile game backends

- Built backends for the company's games using Zend, Phalcon and Laravel frameworks, Node.js and Unity, with PostgreSQL, MySQL, MongoDB and Redis.
- Managed the AWS EC2 instances hosting them and the team's Git workflow.

## Senior Development Analyst

Mar 2013 — Nov 2013

**Ronda S.A.** — *Toy & game manufacturing*

- Led the team extending Openbravo ERP with custom Java/Oracle modules; built internal tools in PHP/PostgreSQL and managed the company's DB, Asterisk, mail, and application servers.

## Development Analyst

Jun 2012 — Mar 2013

**RSN Computación** — *ERP software*

- Developed features for the InformaWeb ERP system (PHP, MySQL).
- Built a mobile application for the ERP's sales module (PhoneGap/Cordova).
- Deployed the application to the company's clients' production servers.

## Development Analyst

Feb 2011 — Jun 2012

**Ronda S.A.** — *Toy & game manufacturing*

- Developed features for the Openbravo ERP system (Java).
- Built a web-based ticketing application to manage requests made to the IT department, using vanilla PHP, MySQL, HTML, CSS, and JS — where my development career started.

## PROJECTS

### Pharmalytics

May 2026 — Present

Independent ERP for a pharmaceutical/cosmetics lab — covers inventory, formulation, quality, and production modules under INVIMA regulatory requirements. Laravel 13, PHP 8.4, PostgreSQL 16, Pest, Docker, deployed to GCP Cloud Run.

Live: [pharmalytics-demo-519734105974.us-central1.run.app](https://pharmalytics-demo-519734105974.us-central1.run.app)

### Blockchain Concepts Game

ViveLab, 2018

Educational game explaining blockchain concepts, built with Phaser and deployed via GitHub Pages/Actions. Live

demo: [morgothx.github.io/bcgame](https://morgothx.github.io/bcgame)

### freedomseed

Ongoing

Modular Android starter framework built with hexagonal architecture, designed as a reusable foundation for future Android apps.

### camilocastro.dev

Ongoing

Personal site built with Laravel, Inertia.js and Vue — includes an interactive career timeline and a Labs section of small technical experiments.

## EDUCATION

### B.Sc. in Systems Engineering

Universidad Distrital Francisco José de Caldas

Thesis: [repository.udistrital.edu.co/items/f3be3f48-0006-4f99-97b4-59110bc66720](https://repository.udistrital.edu.co/items/f3be3f48-0006-4f99-97b4-59110bc66720)