

Martín Mengo

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ABOUT

Information Systems Engineer currently focused on embedded systems, flight software, and CI/CD infrastructure.

EDUCATION

Universidad Tecnológica Nacional (UTN)

Engineer's Degree, Information Systems Engineering - Grade: 8.63/10.00

Córdoba, Argentina

Mar 2021 - Feb 2026

- 5-year accredited engineering program. Relevant coursework: Operating Systems, Computer Networks, Algorithms & Data Structures, Systems Design & Architecture, Operations Research, Software Engineering, Databases, Numerical Analysis.

Instituto Técnico Salesiano Villada

Electronics Technician High School Degree - Grade: 8.51/10.00

Córdoba, Argentina

Mar 2014 - Dec 2020

- 7-year technical program. Relevant coursework: Analog and Digital Circuit Design, Telecommunications Systems, Combinational/Sequential Circuits, C Programming.

TECHNICAL PROJECTS

fprime-labs - Real-Time CubeSat Telemetry System

github.com/tinchomengo/fprime-labs

NASA JPL F' (F Prime) Framework | Raspberry Pi Pico 2W | MPU-6050

- Built an end-to-end telemetry system using NASA JPL's F' flight-software framework: IMU sensor data flows through F' components on the RP2350, through F's Ground Data System (GDS), and into a real-time 3D browser visualization system.
- Implemented custom embedded firmware on the RP2350 for MPU-6050 accelerometer/gyroscope data acquisition over I2C, applying a complementary filter for roll/pitch and gyro-integrated yaw.
- Integrated F' flight-software components using the same UART driver architecture used in JPL missions, connecting sensor hardware to the framework's telemetry and command infrastructure.
- Debugged hardware integration issues including axis-swap from physical IMU mounting orientation and intermittent connections, implementing timeout-based self-healing reconnection logic in firmware.

WORK EXPERIENCE

Novatide Labs

Software Engineer, Full-time

England, United Kingdom · Remote

Dec 2025 - Present

- Built and maintained CI/CD Bitrise pipeline, automating the deployment of React Native apps to App Store and Play Store, reducing the release cycle from a manual multi-day process to automated 30-min builds triggered on merge to main.
- Managed Apple Developer certificate lifecycle including code-signing configuration, provisioning profiles, and account migration from Personal to Business, ensuring uninterrupted App Store publishing.
- Performed low-level iOS platform integration, interfacing with biometrics and NFC firmware.
- Developed an AI assistant using LangChain and RAG, processing data across multiple sources and hierarchical structures.
- Created cross-platform data migration tools using Slack, Monday.com, and internal workspace APIs, automating workspace consolidation across multiple SaaS platforms.

Software Engineer, Part-time

May 2023 - Dec 2025

- First engineering hire at a fintech startup, building production systems while completing my engineering degree full-time.
- Developed mobile authentication systems with Auth0 and React Native; built and deployed a full-stack CMS.
- Configured Ethereum blockchain nodes from scratch using Docker, managing containerized infrastructure.

Apex America

Software Engineering Intern, Part-time

Córdoba, Argentina

Sep 2020 - Dec 2020

- Implemented a multi-platform chatbot with Dialogflow across omnichannel dashboards for customer service automation.

SKILLS

- Programming: Python (OOP), JavaScript/TypeScript (React Native), SQL. Developing: C++ (F' framework).
- Frameworks & Tools: React Native, F' (F Prime), LangChain, React.js, Docker, Git, GitHub, Bitrise.
- Systems: CI/CD Pipeline Design, Real-Time Telemetry, Linux.
- Certifications: Cambridge FCE - Grade A (185/190).
- Languages: Spanish (Native), English (CEFR C1).