

Gabriel Olarte Medrano

| Software Engineer | Cloud Engineer | AI Engineer

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Summary

Software Engineer, Cloud Engineer and AI Engineer from Bolivia, currently studying Systems Engineering at Universidad Privada Boliviana (UPB). Full-time Software Engineer and Bolivia Site Lead at MCPJam, AWS community leader, and founder of the first AWS Student Builder Group in Bolivia. Organizer of large-scale technology initiatives including AWS Community Day Bolivia, which surpassed 2,100 registrations in 2026. Selected for Bolivia's IOI 2025 National Representation, ICPC Latin America Regional Finalist, Anthropic Global Top 500, and QHub graduate with honors. Experienced in AI agents, Model Context Protocol (MCP), distributed agent systems, AWS serverless architectures, full-stack development and production AI infrastructure.

Experience

MCPJam

Full-Time

Software Engineer & Bolivia Site Lead

2026–Present

- Develop products, developer tooling and infrastructure for the Model Context Protocol (MCP) ecosystem.
- Contribute to the open-source MCPJam/inspector project and AI agent infrastructure.
- Work across full-stack engineering, MCP integrations, developer experience and agent tooling.
- Serve as Site Lead for MCPJam in Bolivia, supporting local engineering coordination, team development and technical leadership.
- During my tenure, MCPJam's user base grew from approximately 30,000 users to more than 50,000.

CloudNovaBo – cloudnovabo.com

Co-Founder

2025–Present

- Build enterprise AI solutions for corporate clients in Bolivia and the region.
- Design cloud-native architectures using AWS serverless technologies.
- Lead technical implementation, system architecture and client delivery.

Meliorem

Founder

2025–Present

- Developed enterprise AI automation systems using AWS Lambda, SQS, API Gateway and the Claude API.
- Built scalable generative AI workflows and multi-agent architectures.
- Generated initial revenue of \$500–2,000 USD with active enterprise clients from the first month.

CochaTech – cocha.tech

Lead Developer & Training Coordinator

2025–2026

- Developed and maintained the official platform of one of Bolivia's largest hackathons.
- Supported an event with more than 1,100 participants and institutional partners including UPB, UCB, UMSS and AWS.
- Coordinated technical workshops, training activities and participant enablement.

Rebee

CTO

2025

- Designed and implemented the product's AWS cloud infrastructure.
- Led technical architecture and backend development during product launch.

Boring Soft

Lead AI Developer

2025

- Led AI and full-stack development across multiple products.
- Implemented AI-powered features and intelligent workflow automation.

Leadership & Community

AWS User Group Bolivia

Leader

2026–Present

- Help lead one of Bolivia's AWS developer communities, coordinating technical events, speakers, partnerships and community initiatives.
- Contributed to the organization of AWS Community Day Bolivia 2025, which reached more than 1,100 registrations.
- Contribute to the organization of AWS Community Day Bolivia 2026, which surpassed 2,122 registrations.
- Collaborate with AWS community leaders, technical speakers and partner organizations to expand cloud education and developer engagement in Bolivia.

AWS Student Builder Group Bolivia

Founder & Captain

2025–Present

- Founded the first official AWS Student Builder Group in Bolivia, originally established as an AWS Cloud Club at UPB Cochabamba.
- Lead workshops, cloud training programs, technical events and community initiatives for university students.
- Built and coordinate a growing student cloud community at Universidad Privada Boliviana.
- Managed AWS certification scholarship opportunities provided to students through the community.
- Official platform: upb.sbgbo.com

AWS Student Community Day Cochabamba

Lead Organizer

2026

- Lead the organization of AWS Student Community Day Cochabamba 2026, a large-scale student technology event bringing together students, developers, communities and industry professionals.
- Coordinate speakers, sponsors, partner communities, venue operations, outreach and the overall event program.
- Designed a multi-track technical program centered around Artificial Intelligence, Cloud and Cybersecurity, with talks and hands-on workshops running in parallel.
- Coordinate local and international speakers as well as collaborations with technology communities across Latin America.
- Lead initiatives around student accessibility, including free participation, technical training and AWS certification preparation opportunities.

Education

Universidad Privada Boliviana (UPB)

Systems Engineering

Cochabamba, Bolivia

2024–Present

Research & Innovation

QHub

Chief Technology Officer – Innovation Department

2026–Present

- Graduated with honors from QHub's Quantum Introduction to Computing Program in Peru after being selected as an international student.
- Following completion of the program, selected to join QHub's Innovation Department as CTO.
- Work on technical direction and emerging technology initiatives involving quantum computing, software systems and applied research.

QHub Griffiths Research Program

Accepted Research Participant

2026–Present

- Selected to participate in QHub's Griffiths research program following completion of the Quantum Introduction to Computing Program with honors.
- Participate in research-oriented work in quantum computing and related computational methods.

UPB Reactions – Universidad Privada Boliviana

Fine-Tuned Language Model Development

2026–Present

Development of a fine-tuned language model for an interdisciplinary Neuroscience and AI initiative, including dataset preparation, model tuning and evaluation of model behavior in academic reasoning tasks.

Awards & Competitions

International Olympiad in Informatics (IOI 2025)

Bolivia National Representative

2025

Selected among Bolivia's top competitive programming students after the national OII training and selection process.

International Collegiate Programming Contest (ICPC)

ICPC Latin America Regional Finalist

2024

Reached the Latin America Regional Final during my first university participation, achieving one of UPB's strongest historical results.

Anthropic Hackathon – MosQuit

Anthropic Global Top 500

2026

Selected among more than 25,000 hackathon participants and proposals worldwide.

Demo · GitHub

Nodi

Nodi Scholar – \$1,000 USD Award

2026

Recognized as emerging Latin American technology talent for the Authetical project.

CochaTech – Authetical

2nd Place

2026

Authentication solution recognized at CochaTech and accepted by BMSC as a real-world use case.

authetical.com

National GameJam

1st Place

2025

Selected to represent Bolivia internationally.

XploRA – GAMT

Startup Incubator Award – Bs. 21,000

2024

UCB Cybersecurity Hackathon

1st Place

2023

Selected Projects

Olympus: Distributed personal AI and automation infrastructure spanning multiple physical machines, designed to orchestrate AI agents, development environments and personal workflows through a shared architecture. Includes **Theseus**, an always-on AI assistant and MCP-enabled orchestration node; **Odysseus**, an Arch Linux development workstation for engineering and agent-assisted coding; and **Telemachus**, a Raspberry Pi 5 edge-computing node. The system is coordinated through a shared repository, agent-specific context and cross-device automation.

MosQuit: Multi-agent decision-support system for public health departments. Four specialized agents analyze mosquito-control resource allocation under uncertainty using environmental intelligence and predictive outbreak simulation. Selected Anthropic Global Top 500.

Demo · GitHub

Javier: Self-hosted AI assistant built around a Raspberry Pi 5 and local AI infrastructure. Integrates quantized language models, MCP-based tools, computer vision, operating-system control, smart-home capabilities and Telegram access.

Authetical: Authentication and identity solution awarded 2nd Place at CochaTech and a \$1,000 Nodi Scholars award. Accepted by BMSC as a real-world use case.

authetical.com

XploRA: Augmented-reality tourism platform with monument recognition and interactive museum experiences. Reached 100–500 production users and received a Bs. 21,000 startup incubator award. Stack: C#, Unity, Google ARCore.

CochaTech: Official event platform supporting more than 1,100 participants. Stack: Astro, Tailwind CSS, Node.js.

cocha.tech

Technical Skills

Languages: C++, Python, JavaScript, TypeScript, C#, Java

Frontend: React, React Native, Astro, Three.js, Tailwind CSS, PWA

Backend: Node.js, Python, REST APIs, API integrations, Telegram Bot API

Cloud: AWS Lambda, SQS, API Gateway, EC2, Serverless Architecture

AI & Agents: Model Context Protocol (MCP), Claude API, AI Agents, Multi-Agent Systems, LangChain, Qwen, Ollama

Computer Vision & AR: OpenCV, MediaPipe, Google ARCore, Unity

Infrastructure & Systems: Linux, Arch Linux, Git, GitHub, Docker, Raspberry Pi, Distributed Systems, L^AT_EX

Selected Client Work

CloudNovaBo: Co-Founder and technical lead for enterprise AI and cloud solutions.

Clase360: Software Engineering and technical consulting for the modernization and migration of the Clase360 platform, including architecture planning, development coordination and AI-assisted engineering workflows.

Rebee: CTO – AWS infrastructure, backend architecture and product development.

TuCuate: AI / Full-Stack Developer, 2026.

Ensarta2: Full-Stack Developer, 2026 – ensarta2.com

Paleontological Museum: AR Developer – interactive augmented-reality museum experiences.

Certifications

Amazon Web Services.....

Amazon Web Services

AWS Certified AI Practitioner 2026

Amazon Web Services

AWS Certification Scholarship (×2) 2025

Anthropic – 2026.....

MCP & Agents: Model Context Protocol: Advanced Topics; Introduction to Model Context Protocol; Introduction to Subagents; Introduction to Agent Skills

Claude Development: Building with the Claude API; Claude Code in Action; Claude 101; Introduction to Claude Cowork

AI Fluency: AI Fluency: Framework & Foundations; AI Fluency for Students; Teaching AI Fluency

Languages

Spanish: Native

English: C1 Advanced – Pearson

German: B1 – actively progressing