

✉ [hello@gon.cat](mailto:hello@gon.cat)

📄 [gon.cat](http://gon.cat)

📄 [github.com/gonzaloserrano](https://github.com/gonzaloserrano)

🐦 [@gonzaloserrano](https://twitter.com/gonzaloserrano)

# Gonzalo Serrano

## About me

I'm a Computer Science engineer with experience in building high scalable backend services in the cloud. I also have frontend and devops experience. I'm comfortable with leading and mentoring small teams applying agile frameworks.

## Experience

July '19 **Lead SWE, Paack Logistics**, delivery.

- Lead the team to build a new event-driven microservices architecture using `Go`, `RabbitMQ`, `GraphQL`, `PostgreSQL`, `GKE/Kubernetes`, `Hexagonal architecture`, `DDD`, `CQRS`, `TDD`.

Aug '17 **Full Stack Engineer and DevOps, Lernin Games**, mobile educational games.

- March '19
  - o Built the company infrastructure in `AWS` cloud with `Terraform`, implementing capacity planning, autoscaling, resiliency, o11y. Built the games backend API and the events ingestion microservice in `Go`.
  - o Automated the builds of Android and iOS apps with `Jenkins` and `Go` tooling for assets management.
  - o Built the app features with `Cordova`, `ES6` and `VueJS`, integrated subscriptions payments.

Oct '12 **Backend Engineer and DevOps, Social Point**, Facebook and mobile casual games.

- Jul '17
  - o Delivered the migration to microservices architecture in a using `Go` and `Terraform` in the `AWS` cloud.
  - o Architected and built the servers for real-time game features using `Erlang/OTP` and `Go` using `Websockets` as transport. In charge of designin the APIs and protocols with game clients.
  - o Developed services and features for the most important company games in `PHP/Symfony2`.
  - o Keywords: `Redis` `Cassandra` `Spark` `SOLID` `Hexagonal architecture` `DDD` `TDD` `Jenkins` `DynamoDB` `RedShift` `S3` `RDS` `SQS` `SNS` `EMR` `Lambda`

Oct '08 **Full Stack Engineer, Trovit Search**, search engine for classifieds.

- Sep '12
  - o Implemented backend and frontend critical features of the Trovit web site like new design, SEO strategies, new verticals, etc. Used `Scrum` as agile framework. In charge of applying `Clean Code` to the code base.
  - o Worked in the crawling platform (>10K crawlers) and the email system (>11M daily alerts).
  - o Keywords: `PHP` `Smarty` `git` `MySQL` `Redis` `S3` `Memcached` `Beanstalkd` `Lucene/Solr` `SEO`

Jun '05 **Junior Full Stack Developer, UPCNet**.

- Dec '05
  - o Web development with `J2EE/JSP` in the backend, `HTML/CSS/JS` and `XML/XSLT` in the frontend.

## Languages spoken

**Spanish and Català**, *Native proficiency*.

**English**, *Excellent*, I've spent 4 months in the US and UK.

## Education

Jun '08 **Computer Science Engineering**, *Universitat Politècnica de Catalunya*.

Abr '05 **Computer Systems Technical Engineering**, *Universitat de les Illes Balears*.

## Activities and hobbies

- o BcnEng slack IT community founder ( 3000 members) - <http://bcneng.net>
- o Golang Barcelona Meetup organizer - <https://www.meetup.com/Golang-Barcelona>
- o Hobbies: padel, yoga, hiking, photography, travel, music, cooking.