

Gonzalo Serrano

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About

Hi there! Experienced software engineer specializing in scalable backend development, technical leadership, and high-performance teams. Passionate about clean code, testing, DDD, and Agile principles. I am skilled in Go, system design, microservices, Kubernetes, and Istio. Seeking opportunities where **engineering drives business impact** through collaboration with Product.

Experience

- Current **Senior Software Engineer**, 🏠 *Tetrade: Application Networking and Security.*
- June '21
- o Developing and enhancing **TSB**, a multi-cluster connectivity platform leveraging Kubernetes and Istio and built in Go, gRPC APIs, PostgreSQL, Envoy, Elasticsearch, OpenTelemetry.
 - o Skills: Remote and Async work experience. Security (DevSecOps, Zero Trust, RBAC, AuthN, AuthZ, WAF, CVE Management). Networking Troubleshooting. Open-Source project management. Incident response and forensics in cloud-native environments and hybrid environments.
- June '21 **Tech Lead and Engineering Manager**, 📦 *Paack Logistics: a last-mile delivery company.*
- Jul '19
- o Architected and led the migration to the next-generation event-driven microservice architecture of the company using Go, RabbitMQ, GraphQL, PostgreSQL, K8s, DDD, Hexagonal Arch, TDD. ([Slides](#)).
 - o Built and led a high-performing, fully remote team of 10 senior Go engineers.
 - o Skills: improved Product, Development and Data team alignment, managed multiple projects (Order Management, Routing, Warehouse Management, Warehouse Robotics, Identity, Labeling).
- March '19 **Full Stack Engineer and DevOps**, 🎮 *Lernin Games: mobile educational games - Ran out* 📦.
- Aug '17
- o Built the company infrastructure in AWS,cloud with Terraform, implementing capacity planning, auto-scaling, resiliency, o11y. Built the game backends and analytics ingestion services in Go.
 - o Automated builds of Android and iOS apps with Jenkins and Go tools for assets management.
 - o Skills: How starting a company works, Product refinement, Mobile App development, In-App Purchases.
- Oct '12 **Backend Engineer and DevOps**, 🎮 *Social Point: Casual games - 👤 5M DAUs - 💰 250M€.*
- Jul '17
- o Spearheaded the migration to microservices architecture using Go and Terraform in AWS.
 - o Developed stateful and near real-time game servers using Erlang/OTP and Go using Websockets, and APIs for game features using PHP/Symfony2, Redis, Lua, Cassandra, DDD, TDD, Jenkins and AWS services such as DynamoDB, RDS, SQS, SNS, EMR, Lambda, Spark.
 - o Skills: DevOps, Capacity Planning, Testing, Software design, TDD, DDD, SOLID principles, Hexagonal arch.
- Oct '08 **Full Stack Engineer**, 🎮 *Trovit: a Search Engine for Classifieds - 👤 6M DAUs - 💰 80M€.*
- Sep '12
- o Implemented critical features of the Trovit website: new design, new verticals, SEO keyword optimization, performance. Led refactoring to Clean Code, and best coding practices in the web team. Developed and improved hundreds of web crawlers and the crawling pipeline itself.
 - o Technologies: PHP, JavaScript, CSS, MySQL, Redis, S3, Memcached, Beanstalkd, Lucene/Solr. All on-premise.
 - o Skills: High Scalability, Performance analysis, SQL tuning, SEO, git (migrated from svn when GitHub did not even exist), Scrum, troubleshooting CSS for ancient IE versions.

Education

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

Side projects and hobbies

- o Founder of **BcnEng**, a 14K-member community fostering knowledge-sharing among Barcelona-based software engineers.
- o Hobbies: parenting, paddle, tennis, hiking, photography, traveling, metal music, cooking.