

Carlos Cobo Barredo

28294 Madrid, Spain

+34 610 66 27 04 · toqueteos@gmail.com · github.com/toqueteos · linkedin.com/in/toqueteos

ABOUT ME

- Native Spanish speaker with good spoken and written English level (TOEIC C1 Level).
- Experience working and leading very small teams (2~3 people) and agile methodologies.
- I like training/mentoring people and giving public talks does not scare me.
- Go user since r58 (29th June 2011). I've also dabbled quite a lot with Python, Rust and JS.
- Gamedev background, two games finished but unsuccessfully marketed.

EDUCATION

Universidad de Valencia + Universidad Rey Juan Carlos I

BSc Computer Science

Spain

2011 – 2015

WORK EXPERIENCE

Remotely.works

May 2022 – Now · Remote
Software Engineer

Industry: HR

I'm working here right now.

A small company that helps great developers find jobs at great US companies.

I'm working with colleagues from a previous job. We have known each other for a long time and work really well together.

For the first 18 months I helped build the platform website where contractors can manage their expenses, signatures, PTO or search for a new position with us.

After that I moved into a new project aimed at helping the Demand team find and realize more and better deals, crawling company and job data from all over the web.

FACEIT Ltd

Sep 2021 – Apr 2022 · Remote
Software Engineer

Industry: Gaming

I joined the matchmaking team which was 3 months away from finishing a migration from Java to Go of one of the core systems of the company.

Unfortunately, three months in, my manager left the company and we were informed that the company was about to begin a double merger with two others (ESL FACEIT GROUP).

The fact that I didn't have a good mouth taste with mergers from my second phase at Payvision and most of the teams got reorganized and/or dissolved the next week made priorities change *drastically*.

It was like joining a new company without any heads up. I tried to chew through it to the best of my abilities but it started to affect my mental health and I decided to start looking for another job.

Luckily I received a call from my previous boss from sourced{d} and I took it.

Kodify

Jul 2020 – Aug 2021 · Remote
Software Engineer

Industry: Media

After way too much time working in a compliance-heavy sector (finance) this was a nice way to recharge my spirits.

I worked on the content team, my main goal here was migrating from an in-house React app to a headless CMS + Next.js on 6 of our paid video sites.

This was a timed project and when we finished it I moved on as I didn't 100% feel happy with how the company managed my team (and no signs of changing the approach).

Payvision

Apr 2018 – Jul 2020 · Madrid
Site Reliability Engineer

Industry: Fintech

After 18 months in Payvision I had a partial holistic view of what our problems were and wanted to do something about it so I asked for a role change.

I built a team to fix issues that all engineering teams were suffering. The biggest one was migrating from our pure VMWare+Windows (on-premise) setup to Kubernetes (mix of on-premise and AWS/Azure).

It was a complex, multi-step process that involved lots of training about Linux, Docker and Kubernetes for everyone.

In the end we built a small Platform-as-a-Service for the engineering teams that handled most of their daily needs.

Payvision

Oct 2016 – Mar 2018 · Madrid
Software Engineer

Industry: Fintech

Member of The Warriors team which was responsible for:

- The web-based reporting platform for merchants. Made in C# (backend) and AngularJS 1.5 (frontend).
- OAuth 2.0 + OpenID Connect server (Identity Server v3) that enabled SSO in all of the company's services.
- Legacy reporting platform.

I had the opportunity to migrate some existing tooling (Node.js and PowerShell) to Go; the team liked the results and adopted Go in their toolbox.

source{d}

May 2015 – Aug 2016 · Madrid
Software Engineer

Industry: Recruiting

My first startup and probably the best time I've ever had in a company.

It started as a product for developers by developers where only "cool enough" companies were allowed.

We matched developers to the best possible job based on their previous experience (using LinkedIn as source) and their contributions to GitHub.

While working at source{d} I was in charge of a small engineering team working on data crawling. Among other things we were downloading millions of git repositories (all of GitHub), Twitter and LinkedIn profiles every day that we would later index and/or analyze.

It was in this role when I actually learned git for good. We had to analyze millions of git repositories in a speedy fashion (two days or less). This meant learning the deepest internals of git by heart. I loved this project.

Finally, the last challenge was designing a performant, yet easy to understand and to extend, pipeline for all of this. I gave a public talk about the high level of our system and it was very well received. As far as I know, the pipeline has been running in production since then.

I left source{d} because of fear of being fired; our financial situation wasn't great and management started firing people. In the end they found more investors but I had already left. My bad, I guess.

Freelancer

Oct 2013 – Apr 2015 · Remote
Software Engineer

Industry: Cryptocurrencies

Right after finishing my own altcoin project I needed a little break, but I was already hooked into Bitcoin and cryptocurrencies so I lived from small jobs while finishing college studies.

One of them was creating a small web application for downloading files after making a payment with Bitcoins or any other well known crypto currency in circulation, basically a cryptocurrency paywalled downloads site (similar to MegaUpload).

I stopped doing this the moment I found a nice and stable job.

ILE Spain

Sep 2012 – Sep 2013 · Valencia
Software Engineer

Industry: Logistics

I was the jack of all trades: meeting clients, talking directly to the CEO and also developing the product.

Most of my devtime was spent porting their legacy auto-generated webpage to a full blown HTML5 webpage that would render nicely in mobile devices without Flash.

I also had to create a small backend to handle some CRUDs that were previously Excel-based and were hard to coordinate among employees.

Being my first serious job I chose PHP and MySQL for the stack as they were a good fit for the task and what I felt comfortable with at that moment.

As far as I know most of this is still running in production nowadays.