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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
- Go user since r58 (29th June 2011). This is my current favorite programming language. I'm also into 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

PRIOR WORK EXPERIENCE

Kodify

Jul 2020 – Now · Remote
Software Engineer

Industry: Media

I'm working here right now!

After way too much time working in compliance-heavy sectors (finance and healthcare) this has been a nice way to recharge my spirits.

I've been working on the content team, working on a redesign project on 6 of our paid video sites.

Payvision

Abr 2018 – Jul 2020 · Madrid
Site Reliability Engineer

Industry: Fintech

I went back to Payvision the moment it was again possible. I already knew the company so I asked for a change of role: a mix of developer and "sysadmin".

I worked together with development teams to migrate from our pure VMWare+Windows (on-premise) setup to Kubernetes (mix of on-premise and AWS).

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

Along the way we automated certain services (to some degree):

- CI and CD is done through Team Foundation Server (prepping for Azure DevOps switch)
- Rudimentary GitOps workflow
- Container vulnerability scanning (Clair)
- HTTPS certificate provisioning (through Let's Encrypt)

Välant

Jun 2017 – Mar 2018 · Remote
Software Engineer

Industry: Healthcare

A behemoth product composed of two gigantic SPAs, one for clients and another for back office duties (configuration of beds, patients, doctors, hospitals, medical results, etc...)

I worked in the NyanCat Team mostly doing frontend work. The backend was being transitioned from a monolith into an in-house microservice framework by some other teams.

I migrated our back office project from vanilla JS to Typescript as an attempt to tackle complexity and aid all teams in our day-to-day bug-fixing adventures.

I left Välant because of two reasons: management started caring more about hiring new developers via outsourcing than retaining the ones they had and I moved back again to Madrid so, working for Payvision was possible again.

Payvision

Oct 2016 – May 2017 · 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 companies 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 toolbelt.

Unfortunately, personal matters forced me to move out of Madrid and remote work was not an option. So I had to leave.

Nemotec

Abr 2016 – Sep 2016 · Remote
Software Engineer

Industry: Healthcare (odontology)

A buddy from source{d} was my referral.

We were a CAD (Computer Aided Design) software company for odontologists. We also made dentures and all kinds of odontology gadgets and the software to manage them, even accounting software for dental clinics!

I worked on porting a legacy C++ application that displayed all kinds of 3D objects to a WebGL scene renderer and editor.

I left Nemotec because the work environment was very toxic. My referee left and I followed. Feel free to ask for more details.

source{d}

May 2015 – Mar 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 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.

There were a couple of challenges along the road; the first one was identifying people from just their name and email, seems easier than it is because a lot of data was just gibberish, in multiple languages or just plain wrong (email could be anything, our source doesn't validate this fields). Next one was actually analyzing git repository contents in a speedy fashion. This required investing quite a bit of time into learning the deepest internals of git but in the end it was a really amazing, and challenging!

Finally, the last challenge was designing a performant, yet easy to understand and to extend, pipeline for all of this. That even lead me to giving a talk in Go (although a very basic one, grasping some of the issues we had to deal with, it was very successful). As far as I know, the pipeline has been running in production since then.

I left source{d} because of fear to be 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 – Mar 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
Multiple roles

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 a PITA 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.