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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 does not scare me.
- 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

I'm working here right now!

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

Industry: Media

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

Payvision

Apr 2018 – Jul 2020 · Madrid

Site Reliability Engineer

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).

Industry: Fintech

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

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

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.

Industry: Fintech

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.

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 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.