

Abraão Mota

Tel: +44 79 444 651 32 **E-mail:** abraaomot@outlook.com

Senior full stack engineer & system architect with a passion for technical excellence

Education

Imperial College London, London, United Kingdom
Computing MEng - First Class Honours

2014 - 2018

Chelsea Academy, London, United Kingdom
A-Levels: Maths, Further Maths, Physics, Economics (AS only) -A*AAB

2012 - 2014

Work Experience

Goldman Sachs - Asset Management - Client Services Engineering
Executive Director

Jan 2023 - Current

- Have led a team of 8 devs since January. Developed & executed on a strategic roadmap to fulfill regulatory & client reporting obligations, as well as design the team-wide data strategy. We are building out a new pipeline, leveraging a Datalake & handling 40+ load-balanced API's to serve data to various internal customers thousands of times a day. This strategy additionally aligns to the demise of several legacy systems by consolidating data sourcing into a single ownership model.
- Have used a variety of technologies in my tenure, including **Java, Python, Kubernetes, MongoDB, SybaseIQ, MemSQL, Kafka, SpringBoot, Angular, SQL, Graph Databases** to name a few.

Associate

Jan 2020 - Dec 2022

- Led a 6 month integration with a vendor to overhaul the global client servicing strategy for a product line. I co-ordinated a team of 6, unblocking the project from technical & compliance risks. Used **Python** to tactically **migrate 30k+ historical customer service records** into the new system, which has handled **100k+ enquiries since go-live**. The new system now captures customer analytics and has digitised phone enquiries via AWS Connect.
- Upgraded the infrastructure of our flagship microservice application to a containerised solution using **Kubernetes**. This created SSL certificates for all environments & load-balances business critical traffic with **3 9's uptime**. This implementation paved the way for containerisation of 3+ apps since.
- Designed & implemented a SpringBoot service that tagged & stored client uploaded documents with high uptime & availability requirements. The service has reliably scaled with the increase of external, client-facing traffic. This used Kafka, Amazon S3, MemSQL & MongoDB.
- Have sought to coach others by leading intern projects & encouraged technical excellence within my team by instituting monthly calls to discuss software craft, new technologies & other topics of interest.

Analyst

Jul 2018 - Dec 2019

- Digitised 2 large-scale client onboarding workflows, resulting in operational **multi-HC savings**.
- I have also implemented an OCR solution to hydrate workflows based on client submitted data, resulting in **100's of hours operational savings per year** as well as reducing double-keying risk.

Unboxed / char.gy
Software Developer

Apr 2017 - Sep 2017

- Worked on a variety of Ruby on Rails projects, including security patches & frontend updates to the UK Government Petitions website.
- Created a simple CMS leveraging AWS S3 which hosted images for the internal company blog.
- I contributed to the alpha & beta stages of char.gy, an EV charging startup. This included enhancements in communication protocols to the charging point & marketing email tracking enhancements to improve user nurturing journeys, as well as direct customer face-off.

Skills

Computing	Programming - Java, SpringBoot (Fluent), Python (Proficient), Ruby, Javascript, C, Haskell (Past Experience) Web Development - Angular, Ruby on Rails, Bootstrap, HTML & CSS Infra & other - Kubernetes, Kafka, Database design, REST API's, MongoDB, MemSQL, SybaseIQ, AWS S3
Languages	Portuguese - Native, English - Native, Spanish - Advanced

Projects

Summit

May-June 2016

Summit is a web application designed using Agile methods to help people learn how to trade using real time data from real stocks. This was a 4 person project, developed in partnership with Flextrade. I largely worked on the frontend which made extensive use of Javascript, React.js and Bootstrap.

MyoGaming at ICHACK 2016 Hackathon

January 2016

This 24-hour hackathon culminated in an android game where the user could wear a VR headset and shoot at enemies using the Myo armband. We used bluetooth & custom API's to control the game on the user's phone.