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| **Luis Balsa**  07483 847026 || [lmbalsa@hotmail.com](mailto:lmbalsa@hotmail.com)  <https://lbalsa.wordpress.com> || <https://github.com/BaronWhite>  London, England | | | | |
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| **Summary**  Games Technology graduate turned full stack .net and Angular developer, with previous experience of Java, C++, Python and Unity. Experienced with creating CI/CD pipelines with TeamCity and Octopus Deploy. Some expose to AWS’s services (EC2, ECS, S3) and infrastructure as code (Terraform).  Not shy to dive into complex areas of code or recognize when entire features need to be re-implemented. Keen on technical discussions to avoid creating tech deb, high testing coverage throughout and tight validation. Always intent on self-improvement and learning, or trying new stacks/tools.  Familiar with relational databases (and writing complex SQL scripts for data fixes when things go wrong), and event sourcing with Event Store.  Versed in Atlassian products, JIRA on which I’ve created workflows and projects, Confluence for documentation and BitBucket for source control. Used to working in an agile team striving for constant improvement. I also particularly enjoy running retrospectives and pair programming. | | | | |
| **Employment History** | | | | |
| **CityWire – Software Engineer** | | March 2020 – Present | | |
| Full stack developer working closely within a small team, in micro service architecture deployed to cloud through a complete CI CD pipeline. Used SQRS pattern and event sourcing for data persistence. Participated in technical discussions to best plan the right approaches and prevent creation of tech debt.  Developed new web apis using the latest .net, which interact with new Angular frontends or third parties (mobile apps, elastic search, big query, S3). Set-up template CI CD pipelines for these, with versioning, testing, and building in TeamCity, and deployment to multiple environments via Octopus Deploy.  Contributed to creating a complete AWS infrastructure managed with Terraform scripts, split across multiple repositories and taking care of both infrastructure and deployment of new ECS tasks. | | | | |
| **Gentrack – Junior Software Engineer** | | Jan 2019 – Feb 2020 | | |
| Constantly dived into new areas of the massive java back end along with 100 other developers, developed many features and fixes, some in critical processes as billing. Rose to fame by resolving a critical bug on the C# client, which caused outdated clients to DoS the server in post release startup, affecting a lot of production systems. First exposure to TDD, writing unit and transactional tests using Mockito. Experience writing SQL scripts to put right the occasional mishaps.  Liaised daily with customers to discuss feature requirements and bug priorities, which allowed us to reduce the backlog by 70% in 3 sprints, creating capacity for me to lead the transition of an additional client into the team, being greatly appraised for the improved quality of service and fix deployment time reduction.  Took the lead in an agile team 8 developers of varying seniority, being one of the go-to people, mentored new team members, managed sprint planning and backlog prioritization, ran retrospectives, and kept an eye on the servers. I like to keep a light hearted attitude and spread morning cheer, on Christmas I created a JIRA Christmas themed workflow and issue types, which was greatly appreciated by the team | | | | |
| **Education** | | | | |
| **Kingston University** | Games Technology BSc | | 2:1 | 2014-2018 |
| **South Thames College**  Merton Centre | A2 Business & Media  As Computing & Creative Writing | |  | 2013 - 2014 |
| **Technical Skills**   * Languages: Adept with C# and Typescript (Angular), rusty with C++, Java and Python. * CI/CD: TeamCity, Octopus Deploy. * Cloud: AWS EC2/ECS/S3 (managed by Terraform). * Data: Entity Framework, Event Store. * Games: 4 years’ experience creating optimized games in Unityand 1 with Unreal Engine. * Tools: JIRA, Confluence, Bitbucket, Git, GitVersion. * Unrelated tools: Adobe PhotoshopTM, PremierTM, Autodesk MayaTM. * Other engineering: PC building, repairing cars/motorcycles, welding, sewing, cooking, carpentry. | | | | |