

# Erik Pellizzon

□(+39) 331 478 5868 | □ erikpelli@tutamail.com | □ erikpelli.pp.ua | □ ErikPelli | □ erikpelli | Padova, Italy

## Work Experience

---

### Freelancer

Padova, Italy

SOFTWARE ENGINEER (REMOTE)

Nov 2023 - Present

- Worked as an independent software engineer on the **Go backend** of SaaS **iGaming**/betting applications, including a B2B casino platform and 5+ game engines for **crash games**.
- Used **Go** best practices for **testing** (unit and integration tests with **testify**) and linting (**golangci-lint**), with automated CI/CD pipelines running on GitHub Actions.
- Reversed APIs from 10+ external websites and implemented custom clients in **Go**, to build an **aggregator** of external **forex data sources**.
- Developed the **REST APIs** of a customized **CRM & ERP** software in **Go**, which became an internal tool used daily by the customer.
- Improved** the code readability of **Go microservices** that exposed public REST APIs, through a refactoring of the old codebase that increased request handling **performance** by 20% on average.
- Integrated 20+ external payment systems** and SMS API services within the current **Go** codebase of various customers, to allow users to pay and receive notifications.

### GardaWorld Security - Crisis24

Konstanz, Germany

SOFTWARE ENGINEER (REMOTE)

Oct 2022 - Nov 2023

- Worked on a **Ruby on Rails** SaaS platform in the **Travel Risk Management** industry, which enables employees to stay safe while traveling, using sensitive data such as their location to send personalized security alerts. Crisis24 services are used by major Fortune 500 companies.
- Reduced by 15% the average response time of internal **Go** microservices, by optimizing the **Redis** caching layer for the production environment on **Google Cloud**. Exposed **GraphQL APIs** used by customer's third-party software to query available data.
- Used **Sentry** and **Google Cloud Logging** tools to investigate and resolve production issues, after discussing them with the team leader.
- Replaced a dataset that hadn't been updated in 10 years with a **Python** project created from scratch that dynamically builds an updated country border dataset using OpenStreetMap data and the Shapely library, saving the result in a **PostgreSQL** (with PostGIS) database.

### Open Source Developer

GITHUB - VOLUNTEER

May 2020 - Present

- Fixed bugs in public projects written using the **Go** programming language.
- Became **maintainer** of **goproxy**, a very **popular** project written in Go to setup a custom proxy server, with more than **6k stars** and thousands of users.
- Contributed** to the development of the **Go language itself** by improving the performance of the standard library of the Go programming language, starting with Go version 1.20. You can read more about it in the Projects section.

## Skills

---

**Languages** Go, Python, C

**Database** SQL, PostgreSQL, Redis, Apache Cassandra, MongoDB

**Backend** Distributed Systems, Microservices, Git, Docker, Google Cloud Platform, AWS

## Projects

---

### Public Speaker

- Participated as a **volunteer speaker** in IT & technology conferences.
- Gave an in-depth presentation on **coroutines in Go** at the **Devfest 2024** conference, organized by **Google Developer Group** Venice.
- Gave a presentation on the **history of HTTP** (HTTP/1.1, HTTP/2 and HTTP/3) at the **WebDay 2025** conference, organized by Improve in Milan.

### Go Programming Language

Open Source Contributor

- Made **6 proposals** for code changes and 3 of them were accepted by the project maintainers and are now part of the Go compiler code.
- One of these changes is an optimization that **increased encoder initialization performance for Base32 and Base64 by 40%** by changing memory initialization implementation.

### PiSquared

- Created a Telegram bot using **Golang** that asks the user a question and then uses Natural Language Processing multilingual **text similarity** to calculate the **percentage of correctness**, based on a predefined answer.

## Education

---

### Technical Institute Francesco Severi

Padova, Italy

A.S. COMPUTER SCIENCE

- Software Engineering & Programming (Java, C), Concurrent Programming (Java), Algorithms & Data Structures (Java)
- Web Development - Backend (PHP, MySQL) & Frontend (HTML, CSS, Javascript)
- Operating Systems, Computer Networks, Distributed Systems (Designing Data-Intensive Applications)

## Certifications

---

2024	Redis Data Structures (RU101)
2022	<a href="#">Apache Cassandra 3 Associate Developer (DataStax)</a>
2022	<a href="#">MongoDB 5.0 Associate Developer</a>
2021	<a href="#">Google Cloud Developer Specialization</a>