

Erik Pellizzon

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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 Improove 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	<u>Apache Cassandra 3 Associate Developer (DataStax)</u>
2022	<u>MongoDB 5.0 Associate Developer</u>
2021	<u>Google Cloud Developer Specialization</u>