



Rodolfo Puig

Cloud Engineer

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Professional Summary

With over 20 years of software development experience and a decade specializing in cloud architecture, I have established a profound expertise in leading cloud transformations and modernizing IT infrastructures. At Amazon Web Services, I spearheaded the development and modernization of large-scale applications for multinational corporations, successfully transitioning them to AWS environments and achieving significant gains in operational efficiency and cost reduction.

Experience

Puig & Co.

Owner

2018 - Present

- Provided AWS consulting and professional services, significantly enhancing cloud adoption strategies for numerous enterprises

SumUp

Staff Engineer

2023

Amazon Web Services

Cloud Application Architect

2019 - 2023

- Helped numerous enterprises modernize applications and processes across various phases of their cloud journey
- Built rule-based data parsing engine for high-throughput ETL pipeline to migrate on-premise mainframe data to S3
- Built self-service catalog suite for Kubernetes cluster management using GitOps-oriented approach
- Re-factored large monolithic e-commerce platform into microservice architecture using DDD/TDD methodologies
- Re-factored CI/CD pipelines during phased migration using modern DevOps practices and SDLC methodologies

Boats Group

Cloud Architect

2018 - 2019

- Designed and developed scalable solutions while being a integral part of the Architecture Committee
- Spearheaded the design and successful migration to an AWS Well-Architected environment
- Enforced an Infrastructure-as-Code approach for managing on-premise and cloud resources
- Designed and implemented an ECS-based platform for hosting more than 50 microservices

Grupo Televisa

Principal Software Engineer

2014 - 2018

- Lead a medium sized team of senior engineers while building the platform's infrastructure
- Designed, deployed, and actively maintained the platform's AWS infrastructure
- Designed and developed various API-driven services to manage the platform
- Created and maintained a wide variety of Docker and Vagrant images for the development teams
- Implemented CI/CD workflow and enforced code review processes across all teams
- Migrated various legacy applications to newer and more maintainable codebases

Education

Art Institute of Fort Lauderdale

Bachelor of Science, Game Art & Design

2004

Certifications

AWS Certified DevOps Engineer (Professional) 9ZC7QC7DJMVEQJCF

Amazon Web Services

Certified Widevine Implementation Partner 00440MD

Google

Projects

BLIM TV

2014 - 2018

Grupo Televisa

- Principal Engineer for Televisa's Streaming Platform
- Features: Service-Oriented Architecture, native support for iOS, Android, SmartTVs, Roku, Chromecast, among others

Digital Backbone

2013 - 2014

Telemundo

- Tech Lead for the implementation of NBCU's Digital Backbone platform at Telemundo

World Cup Live Stream

2010

Univision Interactive Media

- Developed the live streaming video player used for all soccer games broadcasted online
- Features: VAST/VPAID, Conviva Analytics and multi-stream/adaptive playback

Emotion TV

2009

Surrealimage Studios

- Provided concept and development plan for the social tv content distribution network

Technical Skills

Polyglot (Programming Languages) • Amazon Web Services (AWS) • Python • TypeScript • DevOps • Terraform • Docker •
API Development • Professional Services • Pre/Post Sales Engineers