

Rodolfo Puig

rodolfo@puig.io

[linkedin.com/in/rudisimo](https://www.linkedin.com/in/rudisimo)

(415) 997-7839

<https://blog.puig.io/>

Summary

I have worked in the online media landscape for close to two decades; giving me great insight into day-to-day operations of small and large companies alike.

I am passionate about clean, functional code, and possess many years of experience leading small to medium sized teams. I consider myself a tinkerer at heart, very organized and extremely detail oriented (borderline OCD), with excellent problem solving skills.

Expertise: DevOps; automated build/continuous delivery systems; platform/system architecture; content management systems; video transcoding, encoding and packaging; standards enforcement; user experience, amongst other skills.

Experience



Owner

Puig & Co

Sep 2023 - Present (8 months)

Providing AWS consulting and professional services.



Staff Engineer

SumUp

Apr 2023 - Sep 2023 (6 months)



Cloud Application Architect, AWS Professional Services

Amazon Web Services (AWS)

Aug 2019 - Apr 2023 (3 years 9 months)

- Helped large national and multi-national organizations modernize applications and processes across various phases of their cloud journey
- Built rule-based data masking/remapping engine for high-throughput ETL pipeline to help migrate on-premise Mainframe data to S3 Data Lake
- Built self-service catalog product for K8s cluster management using GitOps-oriented approach
- Re-factored large monolithic e-commerce platform into microservice architecture using DDD/TDD techniques
- Re-factored multi-stack CI/CD pipelines during phased migration using modern DevOps practices and SDLC methodologies



Cloud Architect

Boats Group

Jan 2018 - Aug 2019 (1 year 8 months)

boats.com, boattrader.com, yachtworld.com

- Designed and delivered scalable solutions by being an 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.



Principal Software Engineer

Grupo Televisa

Jun 2014 - Jan 2018 (3 years 8 months)

blim.com

- 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 a slew of API-driven applications to manage the platform.
- Created and maintained a wide variety of Docker and Vagrant images for the development teams.
- Implemented continuous integration and enforced code review processes across all teams.
- Migrated various legacy Java/Oracle applications to newer and more maintainable codebases.



Sr. Software Engineer

NBCUniversal Telemundo Enterprises

May 2011 - Jun 2014 (3 years 2 months)

telemundo.com

- Played a key role in all technical discussions and decisions related to Digital Media.
- Created development standards in order to increase output and productivity.
- Implemented new tools and workflows to allow inter-departmental collaboration.
- Built a custom application/workflow to extract EIA-608/708 captioning data from mezzanine files.
- Built a content management system to allow the creation and distribution of unique content.



Sr. Web Developer

Univision

Feb 2009 - May 2011 (2 years 4 months)

univision.com

- Built a video player with VAST/VPAID ads and multi-CDN support.
- Provided a highly successful live streaming experience for the 2010 World Cup.
- Helped customize a new CMS for managing and publishing content across Univision's platforms.

Lead Web Developer

The Great American Hanger Company

Jun 2007 - Feb 2009 (1 year 9 months)

hangers.com

- Setup and maintained multiple production servers and databases.
- Migrated critical legacy systems to Python and PHP.
- Built an advanced modular CMS containing all company tools and dashboards.
- Implemented new coding guidelines for the company's tech department.
- Built an advanced platform for automating tasks.

Programmer

Internet Marketing Worldwide, Inc.

Nov 2004 - Jun 2007 (2 years 8 months)

- Built a custom affiliate system for client revenue distribution.
- Built an advanced CMS for media and office management.
- Managed various production servers and databases.
- Built and maintained advanced gambling game interfaces.

Education

Art Institute of Fort Lauderdale

Bachelor of Science (B.S.), Game Art & Design

Licenses & Certifications



Certified Widevine Implementation Partner - Google

00440MD



AWS Certified DevOps Engineer – Professional - Amazon Web Services (AWS)

Issued May 2021 - Expires May 2024

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Skills

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