Warren Urbina

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SUMMARY

I specialize in building scalable backend services with Go and Python, designing reliable APIs, and optimizing cloud infrastructure. My expertise spans backend development, database design, CI/CD, and cloud architectures. I enjoy owning the development lifecycle, collaborating across teams, and mentoring others to build maintainable, high-performance systems.

SKILLS

- **Languages:** Python, Go, JavaScript
- **Frameworks & APIs:** Django, Flask, GraphQL
- **Databases:** PostgreSQL, DynamoDB
- **Cloud & Infrastructure:** AWS, Terraform, Docker, CloudFront, S3
- **Strengths:** Collaboration, Problem-Solving, System Design

WORK EXPERIENCE

Blueprint Test Preparation
Software Engineer - Backend (Remote) - Feb. 2022 - Sept. 2024

- Designed and built backend systems for Blueprint's learning platform, focusing on Golang and GraphQL microservices, data integrations, and performance optimization.
- Led the integration of an acquired company's systems, managing data imports written in JavaScript and reducing new product onboarding time to 2 sprint cycles.
- Reworked a monolithic system into independent Go microservices, improving scalability and streamlining updates, using CI/CD pipelines for deployment automation.
- Implemented GraphQL queries and mutations with Go and GQLgen, optimizing API performance and data access.
- Managed infrastructure with Terraform, ensuring efficient resource allocation and consistent, modular deployments for each service.

Indigo Agriculture
Senior Software Engineer - Backend (Remote) Oct. 2020 - Feb. 2022

- Built and optimized backend systems for Indigo's Atlas team, focusing on geographic data processing, performance optimization, and content delivery.
- Optimized database performance and developed Flask API endpoints for geographic queries, integrating map data with Postgres to improve location-based data processing and reduce query response times by seconds.
- Spearheaded the introduction and implementation of a fixture-based testing strategy, increasing test coverage by 10% each quarter and mentoring the team on best practices for creating robust test environments, reducing overall bug reports.
- Drove the integration of AWS CloudFront distributions, optimizing content delivery by leveraging edge locations and signed CloudFront policies, reducing content delivery time for hundreds of users. Trained cross-functional teams on managing signed policies to enhance security and improve data access performance.

Protecht Inc.
Software Engineer III - Backend (Newport Beach, CA) Dec. 2018 - July 2020
- Developed and maintained backend services for Protecht's event insurance platform, focusing on payments, API design, and system performance.
- Built and maintained microservice APIs (Django, Python) for issuing event insurance, integrating with Braintree and Stripe to process up to 25,000 transactions per month with 99% uptime.
- Designed and optimized data models and serializers using Django and Django Rest Framework, improving API performance and cutting data retrieval time by 50%.
- Created UML data diagrams and OpenAPI3 specs to improve alignment between frontend and backend teams on system architecture and API standards.

CASEpeer
Software Engineer - Full Stack (Newport Beach, CA) Dec. 2015 - Nov. 2018
- Founding engineer for CASEpeer, a Personal Injury Law Firm SaaS CRM web app, developing both backend (Django, Postgres) and frontend (React, JavaScript) from greenfield to release. Scaled the product to support hundreds of users within 6 months post-launch.
- Built and optimized UI components, migrating from jQuery to React to improve rendering speed by 20% and boost user engagement by 50%.
- Managed server deployments with Docker Compose and AWS EC2, ensuring reliable, scalable infrastructure.
- Mentored 6 new team members, teaching Django, system architecture, and frontend best practices, reducing ramp-up time by 30 days.
- Led database optimizations, using denormalization and Django ORM strategies to improve query performance and scalability.

EDUCATION

University of California, Irvine
BS, Computer Game Science (March 2016)
1st Place in IEEE 2016 Gamesig competition for capstone mobile game, Cavern Tavern.