

# Warren Urbina

Portland, OR | warren.urbina@gmail.com | [linkedin.com/in/urbinawarren](https://www.linkedin.com/in/urbinawarren)

## SUMMARY

---

Backend engineer with 8 years of experience designing reliable APIs, optimizing cloud infrastructure, and building scalable backend services with Go and Python. I excel at owning the development lifecycle, collaborating across teams, and mentoring others to build maintainable, high-performance systems.

## SKILLS

---

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

## 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.
- Streamlined updates, and optimized API performance by refactoring a monolith into Go microservices, implementing GraphQL with GQLgen, and building CI/CD pipelines.
- 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

- Optimized backend systems for Indigo's Atlas team, focusing on geographic data processing, performance optimization, and content delivery.
- Cut query response times by seconds and enhanced location-based data processing by optimizing database performance, developing Flask API endpoints for geographic queries, and integrating map data with Postgres.
- Spearheaded the introduction and implementation of a fixture-based testing strategy, increasing test coverage each quarter and mentoring the team on best practices for creating robust test environments, reducing overall bug reports.
- Drove the integration of an AWS CloudFront distribution, optimizing content delivery by leveraging edge locations and signed CloudFront policies, reducing content delivery time for hundreds of users.
- Hosted a Lunch and Learn for 100 engineers, educating them on AWS CloudFront distributions, signed policies, and best practices for secure and efficient content delivery.

## **Protecht Inc.**

### **Software Engineer III - Backend (Newport Beach, CA)**

**Dec. 2018 - July 2020**

- Managed 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%.
- Improved alignment between frontend and backend teams on API standards by creating OpenAPI3 specifications.

## **CASEpeer**

### **Software Engineer - Full Stack (Newport Beach, CA)**

**Dec. 2015 - Nov. 2018**

- Founding engineer for CASEpeer, a Law Firm SaaS CRM web app, developing both backend (Django, Postgres) and frontend (React, JavaScript) from greenfield to release. Scaled the product to support 100+ users within 6 months post-launch.
- Managed server deployments with Docker Compose and AWS EC2, ensuring reliable, scalable infrastructure.
- Mentored 6 new team members in Django, system architecture design, 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.