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Miguel **Acevedo**

Target-oriented, senior software developer, with extensive experience (over 20 years) in the digital marketing world and IoT. Knowledge of web technologies and understanding of devops and infrastructure.

EXPERIENCE

DEVOPS - SENIOR SOFTWARE ENGINEER – Henderson China, Hong Kong

Feb 2020 - Present

+ Architecture high availability system, performance optimization, and library analysis for better performance.
+ Designed and implemented stream micro service architecture for IoT integration.
+ Deployment and maintenance of the infrastructure for Mainland China and Hong Kong.
+ CI/CD planning and implementation, as a DevOps in charge of defining good practices in deployment and coding styles.
+ IoT integration with 3rd party hardware providers.
+ Setting up Kubernetes Platform on AWS (EKS and Bare installation on EC2)
+ Installation and maintenance of monitoring application (Grafana, Kibana, Elasticsearch, Filebeat), storage (Redis, Postgres, Cassandra) and messaging (Kafka, MQTT)

SOFTWARE ENGINEER & IOT SPECIALIST– Cereb.ai, Hong Kong

IN OFFICE: Jun 2018 – Apr 2019
REMOTE: Apr 2019 – Oct 2020

+ Managed and simplified the applications build and release process by using docker technology which drastically reduced build errors and deployment time.
+ Planned the architecture for scalable and high availability services infrastructure with AWS EKS, Kafka and Node.js.
+ IoT hardware integration, authored and maintained several backend services integrating 3rd party API (Lifesmart, Softhard.io, Salto Access, SMS gateway, Dingtalk, Telegram Bot, Slack Bot).
+ Enhanced and maintained the infrastructure through monitoring and reporting.
+ Improved the CI/CD cost and speed migrating from Bitbucket Pipelines to hosted Jenkins.
+ Remote support for the more than 1000 devices connected.

SENIOR SOFTWARE ENGINEER – Urban Spring, Hong Kong

Apr 2019 – Sep 2019

+ Contributed to the IoT data specifications (MQTT messages and DB Schema).
+ Coded the tool for device provisioning to AWS IoT Core using Python.
+ Defined infrastructure as code, Kubernetes deployment with terraform in AWS.
+ Provided mentoring to junior developers.
+ Code review for embedded firmware from 3rd party developers (C - C++) for STM32.

PRODUCT ARCHITECT – LYNK, Hong Kong

Nov 2016 – Jan 2018

+ Mentored and guided junior and new members of the development team.
+ Implemented Scrum to improve the team output, managing developers and resources, establishing good software practices.
+ Design and create optimized web applications in HTML5, CSS and WebRTC to support the company's business needs which includes a Skype-like application for experts and clients consultations.
+ Worked independently and as a team in collaboration with other departments in establishing their needs for their business goals.
+ Contributing to overall business development with regular meetings with management, and aligning goals with the CTO.

REMOTE MOBILE PROGRAMMER – Gravity Makers, Argentina

Jan 2012 – Dec 2012

+ Trained in Symbian and Qt.
+ Designed for and tested mobile applications, across multiple devices.
+ Successfully adapted and thrived in a fast-paced work environment with rapidly changing goals.

CO-FOUNDER – Kaizen Interactive, Latin America

Jan 2009 – Dec 2015

+ Created an original Social CRM platform which serves as an interface for clients' applications usage, users demographics and reporting.
+ Managed all stages of promotional applications' creations for clients, from initial design and architecture to development, deployment, and management. Completed a total of 40 projects, serving more than 200.000 users online.
+ Worked directly with clients in different countries, Argentina, Mexico, Chile, Spain and France.
+ Helped create and implement new ideas for ways to grow the business and generate revenue.
+ Managed project tasks, timelines, and communication with several freelance developers and designers.
+ Demonstrated the ability to work diligently under pressure to meet deadlines.

TEAM LEADER AND ACTIONSCRIPT EXPERT – United Virtualities, Argentina

May 2007 – Feb 2009

+ Successfully served as lead project manager of three developers.
+ Responsible for overall web project management from development to execution and maintenance.

ACTIONSCRIPT PROGRAMMER – Evolution, Argentina

Aug 2004 – May 2007
+ Worked with the program managers on designing site architecture, user interfaces, and the overall look and feel of the applications.
+ Develop and localize several online games mainly for Disney Latin America.

PROGRAMMER AND SERVER ADMINISTRATOR – Marketing Plus, Argentina

May 2003 – Aug 2004
+ Created Dynamic Websites that were user-friendly, effective, and appealing.
+ Managed several web servers in production and development.

WEB DEVELOPER INTERN – Gauchito, Argentina

Nov 2001 – May 2003
+ Acquired an in-depth familiarization with CNC and electronics.
+ Setup the e-commerce and online quotation system.

SKILLS

CLOUD
+ Kubernetes
+ AWS EKS
+ AWS IoT Core
+ Bitbucket, GitHub, AWS Code commit
+ Jenkins, AWS Code Build, Pipelines, Github Actions
+ Docker
+ ELK Stack, AWS OpenSearch

BACKEND
+ Node.js
+ Typescript
+ Python
+ PHP
+ Basic Go
+ Basic Scala

EVENT DRIVEN
+ MQTT
+ RabbitMQ, AMQ
+ Kafka, MSK
+ AWS Kinesis, AWS SQS

ELECTRONICS
+ Arduino
+ PLC
+ ESP32, ESP8266
+ Micro Bit
+ Raspberry Pi
+ Jetson Nano