Miguel Angel Acevedo

Senior Software Engineer

DevOps and Backend Engineer at Tensor Energy. Coding since high school. IoT and space enthusiast. Woodworker on weekends.

WORK EXPERIENCE

Cloud Lead & IoT

Jan 2022 - Present

Tensor Energy, Hong Kong

- Defined the base architecture and tech for the next energy platform in Japan.
- Lead new staff to follow good development and deployment practices
- Coding server services in Typescript (GraphQL) and Golang (Lambda)
- Serverless approach in AWS environment, Lambda, Aurora (Postgres), Steps Functions, ECS, Batch
- Code as infrastructure with CDK

DevOps - Senior Software Engineer

Feb 2020 - Dec 2021

Henderson (China) Investment Company Limited, Hong Kong

- Architecture the high availability system, performance optimization, and library analysis for better performance
- Designed and implemented stream micro-service architecture for the 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 applications (Grafana, Kibana, Elasticsearch, Filebeat), storage (Redis, Postgres, Cassandra) and messaging (Kafka, MQTT)

Senior Software Engineer

Apr 2019 - Aug 2019

Urban Spring, Hong Kong

- Contribute to the IoT data specifications (MQTT messages and DB Schema)
- Coded the tool for device provisioning to AWS IoT Core (Things, Certificates, Policies, and Shadow) with Python
- Infrastructure as code, Kubernetes deployment with terraform in AWS
- Provided mentoring to junior developers
- Firmware code review from 3rd party developers (C - C++) for STM32

CONTACT

- Hong Kong (remote ok)
- +852 6435-6936
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- linkedin.com/in/acevedomiguel

LANGUAGES

- Spanish
- English
- Japanese (N5)

SKILLS

DevOps

- AWS Services
- GitHub Actions
- Bitbucket Pipelines
- Jenkins
- Kubernetes
- Docker
- ELK Stack
- Open Search
- Serverless

Programming

- JavaScript (Node.js)
- Typescript
- Go
- PHP
- Python

Frontend

- React.js
- Next.js

Remote IoT Specialist

Software Engineer & IoT Specialist

Cereb.ai, Hong Kong

- 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

Product Architect

Nov 2016 - Jan 2018

LYNK, Hong Kong

- Mentored and guided junior and new members of the development team
- Implemented Scrum to improve the team output, manage developers and resources, establish good software practices
- Design and create optimised 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 and CEO

CTO and Co-Founder

Jan 2009 - Dec 2015

Kaizen Interactive, Argentina

- Created an original Social CRM platform that 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
- Managed project tasks, timelines, and communication with several freelance developers and designers
- Demonstrated the ability to work diligently under pressure to meet deadlines

ActionScript Expert

May 2007 - Feb 2009

United Virtualities, Argentina

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

Team Leader and ActionScript Programmer

Aug 2004 - May 2007

E-volution, Argentina

- Trained and supervised multiple team members for new arrival technology
- Worked with the program managers on designing site architecture, user interfaces, and the overall look and feel of the applications
- Created "The bubble machine" game which won a "Diente de Oro 2005" for innovation being a game playable with the webcam
- Develop and localise several online games, mainly for Disney Latin America.

Programmer and Server Administrator

May 2003 - Aug 2004

Marketing Plus, Argentina

* Develop a horse racing game simulator using actual racing data, integrating the game with the internal system of the racing course in Buenos Aires.
* Created Dynamic Websites that were user-friendly, effective, and appealing to more than 12 clients

Web Developer Intern

Nov 2001 - May 2003

Gauchito Maquinas y Herramientas, Argentina

* Acquired an in-depth familiarisation with CNC and electronics
* Create custom web-based UI applications for products and stock management based on department needs and functionality
* Setup the e-commerce and online quotation system