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| 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, Japan   * 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 * [me@acevedomiguel.com](mailto:me@acevedomiguel.com) * 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   Education  **University of Buenos Aires**  Computer Engineering  Buenos Aires, Argentina – 2008 |
| Remote IoT Specialist  Mar 2019 - Oct 202  Software Engineer & IoT Specialist  Jun 2018 - Mar 2019  Urban Spring, 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 | |