

Álex González

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I am interested in helping companies create products that solve real world problems. Technology is important to achieve that goal but my colleagues will be the main players in this equation, I will help them by providing organization and mentoring.

Software Engineer @ Auth0

Remote, Feb'21–Cur.

CTO @ Digien

Spain, Aug'20–Nov'20

My first task here was to put together the initial team, I end up hiring one PM and two engineers. In the meantime I participated in the product discovery phase and started working on the MVP.

Technology-wise the seed of this product was a NextJS/React application consuming an API made with Phoenix using JSON Web Token (JWT) and Go for the workers, everything deployed on AWS.

Sadly COVID changed the plans and I didn't want to continue with the new conditions.

Head of Backend @ BBVA Next & Team Lead @ BBVA

Spain, Nov'16–Aug'20

As Team Lead at CaaS (Containers as a Service), part of Architecture & Global Deployment, my focus resided in collaborating with the Product team and work out the technical definitions from there. To be able to do this I worked in creating and maintaining a high-performance team focused on results and 24x7 support to production at BBVA. We achieved a global, scalable, resilient and secure critical-mission (*self-serviced* thanks to the integration with the bank's IAM).

We were able to achieve that using market-standard technologies (Go, Docker, Kubernetes, Openshift, Openstack, Prometheus, Fluentd, Ansible, ELK, Google Cloud, Hybrid deployments et al) and adding a lot of focus on quality, engineering processes, mentoring and collaborating with 3rd party teams as *globaldevtools* (for pipelines), *SECaaS* (for SAST & container security review), pub/sub, storage, etc.

We were also involved in a new initiative to create a microservices architecture based on gRPC and different languages putting a lot of effort on the developer experience.

The core team was distributed in Spain and Mexico and its size was fluctuating between fifteen and twenty colleagues.

As Head of Backend in Next my work was more related with management tasks such as writing down the technical path for the company using assets as the Radar, preparation of interviews, help with the promotions process or representing the company during introductions to possible new clients.

Software architect @ Jobandtalent

Spain, Oct'15–Oct 2016

I developed a Go service that consumes MaxMind, GMaps and internal data to offer geolocation information about our users. This service is still active and receiving millions of requests *month-over-month*.

I have also been involved in the efforts of moving our workloads (mainly Go & Ruby) to Docker containers for development and production. In production we were using ECS automating everything with Terraform, Packer and others.

In our movement to microservices I worked with my colleagues from the architecture team on defining the bounded contexts for the new services and in certain guidelines for the new oncoming APIs. During this time I investigated some other approaches as gRPC or GKE.

Founder @ Beyond Seeds

UK, Sept'15–Oct 2015

I developed an storage plugin for Flocker in Kubernetes (contracting with Jetstack). The resultant code is now part of the Kubernetes codebase.

For another contract I developed an API with Django to expose a ML model. I also worked on the deployment in Kubernetes using GKE.

Software Engineer @ Shopa

UK, Oct'14–Sept 2015

I was working with Go and Rails to create a social ecommerce. We were integrating with several external companies to allow our users to create outfits with their products and sell them in our site.

I have been involved in development and architecture decisions mainly improving the ingestion rates and syncing of our partners' thousands of products using Go services.

From the deployment point of view we were using Ansible, Docker and AWS services such as EC2, RDS or S3.

Engineering Manager @ Green Man Gaming

UK, Dec'12–Oct 2014

I was in charge of the team providing the social network experience of GMG: playfire.com. I was hands-on architecting with the team and keeping focus on the quality thanks to code-reviews and other techniques as pair programming but I was also in charge of organising the job in sprints.

We were using a lot of different technologies depending on the service but some examples could be Go, Python, Thrift, CouchDB, Redis, MySQL, Postgres, etc.

The teams were liquid meaning that depending on the business focus for that sprint we could be around twenty people working on my side: playfire.com or just three of us. For example, one of the tasks that involved a lot of people was working on the redesign of the platform or creating the Steam tracker using their API in order to be able to give rewards to our most prolific players.

Developer @ Paylogic

Netherlands, May'11–Nov 2012

I worked in the Paylogic's backoffice (Django & friends) collaborating in things such as the seating solution (i.e. select seats in a theater or a stadium) but my main role there was working in a *green-field* project (Flask & friends) for providing a RESTful API for 3rd parties. This API allowed our users (B2C) to login using an OAuth2 provider created by myself and buy tickets allowing 3rd parties to create mobile apps to show information about their events and buy tickets for them using our platform. It was part of a bigger initiative in order to provide the event organisers with *one-click* mobile applications using us as backend.

Solo developer @ Lukkom

Spain, Apr'10–Jan 2011

I have been the solo developer for a project that was trying to make networking in events easier thanks to mobile apps, GPS and a matching algorithm. It was a *green-field* and I decided to go with Python, Django & Celery doing the deployments in a non-managed server hired to a 3rd party company.

Part of my role here was helping the founder talk with other providers as, for example, the company in charge of the Android and iOS apps that were consuming my API.

Founder @ Mirblu

Spain, Mar'09–Apr 2010

We created a bluetooth indoor position system for J2ME devices. This project was selected as the second best I+D project of the autonomous community of Castilla y León in Spain.

As a founder part of my job was searching for new customers, business administration tasks and others.

To "make it happen" we did consultancy to other companies doing several things, for example, I developed a BT ad system with Python, web pages with PHP, a C++ DLL for a tractor geolocation system, devops tasks with bash scripting. . .

Some other *non-that-interesting* IT & non-IT jobs

Spain, 2002–2009

Education.....

MSc Electronic Commerce @ University of Salamanca

Spain, 2009–2011

BSc Computer Science @ Pontifical University of Salamanca

Spain, 2004–2009

Higher level vocational training at computer systems management @ Tesdai

Spain, 2002–2004

Other interesting information.....

I completed ThePowerMBA business program and I am a Google Certified Professional Cloud Architect, AWS Certified Associate Solutions Architect & Certified Kubernetes Administrator.

Giving back to the community is important for me, for that reason I organize events such as madScalability, Kubernetes Community Days Spain, the first Golang UK conference or in the past London Gophers meetup and PyGrunn monthly.

I also like speaking at events, for example, I talked about "Building an Enterprise-ready Lambda Experience" (@ Kubecon), "From source code to Kubernetes, a Continuous Deployment tale" (@ Gophercon), "Fragmentación, el virus que puede acabar con tu alta disponibilidad" (@ Commitconf) and others.

And I have FLOSS projects that can be checked on github.com/agonzalezro. I also contributed to interesting projects as cri-o, image, Kubernetes & others.

Languages.....

Fluent: English, Spanish & Galician

Understanding level: Portuguese

Intermediate: Italian