

Agustí Bau Pericón

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I am a persistent, results-driven, and adaptable software engineer with a pragmatic approach to building scalable and reliable systems. With experience across multiple programming languages and diverse codebases, I quickly adapt to new technologies and design patterns.

My engineering philosophy centers around delivering business value through performant, modular, and well-tested code.

I thrive in environments that value ownership, product thinking, and engineering excellence.

My leadership skills have grown with my role, I'm becoming a capable and supportive tech lead who values clarity, ownership, and team culture.

I enjoy coding in Vim, running Linux, running scripts, and all that madness.

Outside of work, I love mountain-biking, climbing and anything nature.

EXPERIENCE

Staff software Engineer → Tech Lead - Clovr-labs

Jan 2022 - present, Barcelona (Remote)

I've been responsible for building and scaling a bitcoin blockchain analytics platform from the ground up. Using **Python, Go, Spark, DeltaLake, BigQuery, and Redis**, all orchestrated via **Kubernetes**.

I started as an individual contributor, and my role has evolved into a **tech lead**.

Key accomplishments so far:

- **Architected** various storage solutions for blockchain data, improving graph traversal search at various stages.
 - Using existing graph databases (Neo4j, memgraph, became too restrictive for our algorithms)
 - Using Redis (expensive, fragile to run and Redis bottlenecked)
 - Using custom RocksDB implementation (able to scale horizontally, persisted)
- Ensured **public facing APIs** are consistent and understandable, evolving them using versioned schemas
- Added **business-relevant monitoring metrics** so we can analyze business impact of our tool
- Taken active part in **code reviews**, ensuring quality, knowledge sharing and test coverage
- Acted as **primary communication point** with cross-functional stakeholders, translating evolving product needs into actionable engineering tasks and plans.
- Championed **performance optimizations** and monitoring
 - Detected and fixed OOM error of a recursive async function would spawn a big amount of coroutines
 - Added tools, tests and CI for memory and cpu profiling
- Improved the overall **team culture** (better code standards, contributor reliability, team rituals)

Senior software Engineer - Kasaz

Jul 2020 – Jan 2022, Barcelona (Remote)

Contributed end-to-end to platform development in a fully remote environment. For a significant period, operated as the sole engineer, ensuring platform stability, feature delivery, and infrastructure maintenance. Using **Ruby on Rails, React Native, LeafletJS and PostGIS extensions**, all deployed on **AWS**.

- Led development of major product features:
 - Map search experience using hand-drawn areas and dynamic map panning, **reduced search to listing time by 13%**
 - Listing feeds for traffic partners, **generating xml files of size greater than the available ram**, processed via optimized SQL workflows, and smart xml parsing.
 - Realtime alert system based on saved search criteria, contributed to a **40% uplift in DAU/MAU**
- Hired and onboarded 3 new senior engineers, mentored 2 interns.
- Improved performance of key backend queries by up to 60%, reducing API response times and lowering server load during peak usage.

Startup incubator - Zinc.vc

Sept 2019 - Feb 2020, London

I took part in “mission 3” where we looked for startup opportunities “for the older population”. We built relationships, and POCs, failing to find PMF.

Founding engineer - Datatiger

Oct 2017 - Nov 2018, London

At Datatiger we built a marketing tool, horizontally scalable following a modular monolith architecture using mainly **Java** and **Python** on **Docker** and **AWS**.

- I was the 8th hire, we developed, designed, and architected key main features of the platform
- I was responsible for integrating our platform with different systems. I integrated the tool with
- I developed the first parts of the analytics system based on a data lake architecture.

Junior software engineer - King

Jun 2016 - Sep 2017, Barcelona

We developed an internal marketing tool built on **Jboss**, **AWS Redshift** and **Kafka**, using Agile methodologies.

- Implemented pagination in our reporting page, both frontend and backend, pre-fetching of subsequent pages to keep experience smooth, moving filtering to the backend. **Reducing page load time by 95%**
- I implemented end to end rich media notifications across all King games. **Netting up to 20% CTR increase over non rich media versions.**
- Improved a legacy ETL process so it was more resilient and observable.

Remote For Mac - (project)

2013 - 2016~

While at university I developed an Android app, a remote control for Mac devices, for Android. Over time it got downloaded over 200k times, and netted some student money. I managed to get [some press](#) as well. Better competitors appeared and I lost interest.

EDUCATION

Bachelor's degree in computer science • Barcelona School of Informatics • 2018 • 7.3 /10 (top 11%)

[Thesis](#): Tool for helping in exam correction. Using machine learning to automatically assign exam scans to students. (8.7/10)

Courses:

- Personal leadership and team management (100h) - 2025