

# Antonio Alonso Dominguez

Software Engineer

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## Profile

Highly experienced Software Engineer specialised on backend platforms with solid foundations on architecture, distributed computing and full software product lifecycle.

After 10 years using *traditional* OOP, over the last 4 years I became a **functional programmer advocate and mentor** after having the chance to successfully put into production several services using FP principles while training other engineers.

## Experience

### Detailed

2019-now **Technical Leader**, *WeJo.com*, Manchester, UK, Contractor.  
Product Adept

2016–2019 **Principal Software Engineer**, *Rentalcars.com/Booking.com*, Manchester, UK.

Data & Reporting department

Achievements:

- Built from the ground up two real-time analytics platforms using Lamda Architecture:
  - A customer-centric segmentation platform for customer personalisation purposes.
  - A framework and backend for multi-variant testing of our front-end, in which hundreds of A/B experiments are run on a daily basis.
- *Re-engineered for scalability* a big chunk of our taxi service **Rideways.com** (now Booking Taxis) prior to our fusion with Booking.com so it could handle the upcoming load.
- Introduced the practice of *mob programming* as a way of creating a cohesive team and upskilling quickly the members with some experience gap in relation to the senior members.
- Successfully mentored several developers into Scala and functional programming.

2015–2016 **Software Team Leader**, *Rentalcars.com*, Manchester, UK.

Communications Platform

Achievements:

- No more outages. This platform used to have severe outages every single week, which were extremely costly. This was achieved by:
  - Removing queues, we changed it from having 25 different queues to just 2.
  - Re-design the data model, which was stored in Couchbase, so the operation of the platform would produce less object mutations and therefore trigger compaction less often.
  - Used lock-free asynchronous (reactive) programming for streamlining the IO work.
  - Deleting loads of code, seriously, we had a 75% of code duplication at the start.
- Reduced cost of operation by moving from bare metal to virtualized environment.
- As a by-product, we got a 3x throughput increase and ability to handle a load at least 10 times bigger than the standard operation.
- First project in the company using an agile methodology and techniques like pair programming and TDD.

- 2014–2015 **Senior Software Engineer**, *Nektan*, London, UK.  
Real Money Gaming Platform  
Achievements:
- Building the new gaming platform as a series of RESTful microservices, enabling integrations with other casino providers.
  - Built the testing platform for running game simulations and verification of expected game outcomes.
- Summarized
- 2012–2014 **Senior Software Engineer**, *Magnetise Group*, London, UK, Contractor.  
Lead Generation Platform
- 2011–2012 **Application Architect**, *GE Capital*, Manchester, UK, Contractor.  
GE Fleet - Quote To Install Platform
- 2010–2011 **Senior Software Engineer**, *Indra Software Labs*, A Coruña, Spain.  
Gas Natural CRM
- 2007–2010 **Software Engineer**, *Softek GDC Europe*, A Coruña, Spain.  
Several Positions
- 2005–2007 **Software Engineer**, *Interlogical Data Systems*, A Coruña, Spain.  
FERE Resource Planning Platform

## Education

- 2004–2006 **NVQ 4 - Software Engineering**, *IES Fernando Writz*, A Coruña, Spain, *First Grade*.

## Skills

Architecture	Lambda Architecture, CQRS, Event-Sourcing	Plaforms	Kubernetes, Docker, Hadoop, AWS
Programming	Scala, Haskell, Python, Go	Frameworks	Akka, cats/scalaz, Apache Spark, Servant, Distributed Process
Databases	MySQL, Couchbase, DynamoDB, Hive, Impala	Middleware	Kafka, Kinesis, RabbitMQ
Methodologies	Scrum, Kanban, Event-Storming	Practises	Continuous Delivery, TDD, Pair & Mob Programming

## Languages

Spanish	Native
Galician	Native
Italian	B1

## Personal Projects

- cron4s Scala CRON parser  
<https://alonsodomin.github.io/cron4s>
- scala-colog Scala pure functional logging  
<https://alonsodomin.github.io/scala-colog>
- hschema Haskell Schema Definitions  
<https://github.com/alonsodomin/haskell-schema>
- sbt-spark SBT plugin for configuring Apache Spark applications  
<https://github.com/alonsodomin/sbt-spark>