Benjamin Goumalatsos

Looking to broaden my horizons in an ever changing field

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EXPERIENCE

Worldwide Organization of Jehovah's Witnesses, Fishkill, NY — Engineer

March 2019 - Present

I currently have the role of a DevOps engineer with the goal of automating tasks and operations for other departments within the organization. I ensure the efficiency of development for new software by creating unit tests, creating CI/CD pipelines for seamless development and integration, and maintaining the systems our resources are hosted with. This helps ensure our resources are accessible by millions globally. I use tools such as:

- AWS (EC2, S3, Lambda, CloudFormation, CloudWatch, RDS, EKS, etc.)
- Kubernetes
- Docker
- Git
- Splunk
- Vault
- Prometheus
- Golang

Zenlabs Inc. - Back End Software Engineer

April 2020 - November 2020

I have worked as a back end software engineer for the startup Zenlabs, Inc, based in Los Angeles, California. I created efficient data pipelines with Python and various APIs and designed and managed their AWS systems. I have also helped clients move their current infrastructure to a serverless infrastructure, allowing for more than double the amount of users to interact with their website with ease around the country.

Freelance Software Engineering

December 2015 - Present

I work as a freelance software engineer, specializing in back end development and systems management. I have worked with systems anywhere from AWS to Google Cloud Platform and even with FaaS systems such as serverless. I have created webhooks on a serverless infrastructure that allowed 30% more users to signup for websites and their services on a daily basis. I have also improved a client's mega web scraper's efficiency to slash runtime by nearly 60%. Some tools I frequently use on a daily basis here are:

- Python
- AWS (EC2, S3, Lambda, RDS, CloudFormation, EKS, etc.)

SKILLS

AWS S3, EKS, RDS, EC2, CloudWatch, CloudFormation, Lambda, etc.

Back End Development

Kubernetes

Python, Objective-C, C++, Golang, Ruby, MySQL, Node.JS, MongoDB

CI/CD Pipelines

Familiar with Mac OS, Windows, and Linux operating systems

AWARDS

Technical Certificate in Programming and Interactive Media Awarded on June 7th, 2016

A+ Certification Certified February 18, 2014

Cyberpatriot State
Champions My team placed first in the state of
Pennsylvania in the
Cyberpatriot competition in 2015 and 2016.

LANGUAGES

Fluent in English and American Sign Language,

skilled in Spanish and Indian Sign Language

- Serverless
- Docker
- Git
- Javascript
- Scrapy
- MySQL
- C++
- Objective-C

EDUCATION

York County School of Technology, York, PA — Technical Certificate in Programming and Interactive Media

September 2012 - June 2016

Studied at York County School of Technology and received a technical degree from the Pennsylvania Department of Education in Computer Programming and Interactive Media. I learned how to work in a team and how to work with various systems, such as iOS development, Python development, and SQL systems.

PROJECTS

Cyberpatriot — State Champions 2015 and 2016

My team and I competed in Cyberpatriot, a cyber security competition, in 2014, 2015, and 2016. We placed first in the state of Pennsylvania in 2015 and 2016. I specialized in securing Linux systems during the competitions. I wrote scripts in Linux to regularly update and perform security checks in Python.

Google's Foobar challenge — July 2020 - August 2020

Google's Foobar challenge is a secret recruitment challenge from Google that tests a chosen engineer's knowledge in various computing and mathematical concepts such as various binary tree search algorithms, number theory, graph theory, dynamic programming, etc. I was chosen to participate in Google's Foobar challenge when I was doing research for a project at work. The challenge started out easy, testing problems such as comparing two arrays to find the outlying elements and the search algorithm breadth-first search, and eventually getting harder, testing skills in concepts such as Markov Chains, the Floyd-Warshall algorithm, and finding the maximum matchings of vertices in a given graph. This was a very fun challenge and I learned a lot from it.