

Julio Capote

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SUMMARY Agile Ruby Web Developer/UNIX Administrator with 8 years experience implementing, deploying, and administering large software systems using various technologies. Specializes in modernizing legacy applications, distributed/cloud computing, and web service interaction.

SKILLS *Languages:* Ruby, Javascript/Coffeescript, Java/Scala(lite), Erlang(lite)

Databases: Redis, Riak, Solr, MySQL

Frameworks: Rails 2 & 3, Sinatra, Eventmachine, Backbone

EXPERIENCE *Software Engineer* 2011-Present
Posterous.com, San Francisco, CA

- Created “Posterous-in-a-Box”, a self-contained version of Posterous running all required services on EC2. This system enabled rapid creation of new development environments for all engineers.
- Set up a spam defense system that would analyze uploaded videos, automatically banning pirated and copyrighted content and controlling abusive behavior on service.
- Assisted in migrating our codebase to Bundler.
- Deployed a customized StatsD instance for realtime monitoring of performance metrics across the site.
- Wrote a service that automatically retasked the asynchronous job infrastructure according to demand.
- Implemented an API rate limiter with per-user quotas and a token whitelist.
- Optimized and tuned our Rails/Solr integration to achieve near real-time search.
- Profiled and tweaked the Ruby garbage collector for improved performance.

Lead Developer 2009-2011
Destructoid.com, San Francisco, CA

- Led an initiative to port three legacy PHP codebases into a single multisite Rails framework.
- Used Redis and Varnish to intelligently cache a contextually specific, highly dynamic website to thousands of concurrent users.
- Wrote an event-driven upload server in Ruby (using Eventmachine/Rainbows) to handle multiple concurrent uploads (<http://github.com/capotej/uploadd>).
- Deployed and scaled a high traffic Rails site using EngineYard and Heroku.
- Patched and customized dozens of popular open source gems/plugins for performance and scaling.

Founder/Developer

2007-2009

Nuklei.com, Miami, FL

- Architected a distributed, end-to-end supply chain management system that synchronized orders and inventory across distributors and marketplaces.
- Created a multi-threaded Java web application that converted PDFs into universally accessible javascript slideshows for a local newspaper.
- Implemented “upload-by-email” functionality for various websites, giving clients the ability to easily update their website via email.
- Advised clients on best practices and speed/traffic optimizations for their web sites.

Web Developer

2006-2007

Worldmedia, Miami, FL

- Implemented a solution that backed up important sites/databases to an off-site server for safekeeping.
- Setup and administrated several mission critical, load-balancing environments for heavily loaded sites (800,000+ page views a day).

Systems Engineer

2003-2006

Computer Science Department, FIU, Miami, FL

- Created a monitoring system for all of our hosts/servers, which allowed for higher availability and faster response times.
- Founded Madlab, an organization/club geared towards teaching UNIX/ Linux concepts to peers from a hands-on perspective
- Managed a heterogeneous Windows and Linux environment (Windows and UNIX) with custom tools written for both platforms.