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 interacting with web services.

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" system on EC2, allowing developers to quickly spin a up new dev environment with all the needed services already configured and running
- Set up a spam defense system that would thumbnail all incoming uploaded videos and display them sorted by total bandwith consumed, making it easy to spot and remove popular copyrighted content that was slowing us down
- Assisted in migrating our large codebase/infastructure to Bundler
- Deployed StatsD for tracking various performance metrics across the site
- Wrote a service that would periodically monitor queues and "retask" workers to work on the highest ones, according to a configurable priority policy
- Implemented an API rate limiter with per-user quotas and a token whitelist
- 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
- Started an initiative to port 3 different PHP codebases into a single multisite framework written in Rails
- Used Redis/Resque 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 uploads a second (http://github.com/capotej/uploadd)
- Deployed and scaled a high traffic Rails site using EngineYard and subsquently Heroku
- Patched and customized dozens of popular open source gems/plugins to suit our specific needs (performance or otherwise)

Founder/Developer   2007-2009

Nuklei.com, Miami, FL

- Architectured a distributed, end to end supply chain management system that synchronizes orders and inventory from distributors to and from marketplaces
- Created a multi-threaded java web application that turns PDF's into an universally accessible javascript slideshow with lightweight images for a local newspaper company
- Implemented "upload-by-email" functionality for various websites so clients can easily update parts of their website using their email
- Consulted clients regarding best practices and speed/traffic optimization 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
- Made a heterogeneous environment (Windows and UNIX) inter operate smoothly via implementing custom solutions on both platforms

Network Assistant   2000-2003

Felix Varela Senior High School, Miami, FL

- Assisted the Network Staff with various day to day IT duties such as: Setting up servers, evaluating new software, and trouble shooting faculty issues
- Created a Help-desk system using PHP/MySQL, allowing teachers to report trouble-tickets, improving support response time and maximizing efficiency

ACCOLADES   **Watercoolr (http://watercoolr.nuklei.com)** *featured on O'Reilly Radar*
Community Award *Florida International University, 2005*