



Daniel Moreno Levy
Software Engineer
USA / Spain Dual Citizen

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SUMMARY

Passionate about learning new skills and expanding my knowledge in order to solve information systems problems. I enjoy the challenge of finding concrete solutions to open-ended questions, carefully considering all available options, their advantages and disadvantages and executing the most appropriate. In my spare time I study Japanese, do sports and research technologies beyond the scope of those I typically use in my workplace.

SKILLS

PROGRAMMING LANGUAGES	python typescript rust go bash / zsh solidity
DEVELOPMENT ENVIRONMENTS	node / npm poetry / pipenv cargo krew linux NixOS
SOFTWARE DEVELOPMENT INSIGHTS	Design Patterns CD/CI UNIX Philosophy Infrastructure as Code
FRAMEWORKS & LIBRARIES	Django Flask Express Nest Vue React Gin Lodash Jest
DATA BASES	PostgreSQL MongoDB redis Elastic Search GraphQL
INFRASTRUCTURE	Docker Kubernetes AWS Microservices ArgoCD BullJS RQ
INTERPERSONAL	Positivity Tenacity Team Communication Skills Fast-Learning Skills
LANGUAGES	Native: English Spanish Advanced: Japanese, Nôken 2, Dec 2022

EXPERIENCE

AUTOPAY

November 2022 - Present

TECH LEAD - BACKEND ENGINEERING TEAM.

- Promoted to be responsible for the technical direction of the team.
- Refinement of work before it makes it to the team. Constant co-ordination with product team to bring requirements into reality.
- Investigate new technologies and create proof of concepts that could be good fits for the necessities of the business.
- Mentorship and guidance of team members.

AUTOPAY

July 2022 - November 2022

BACKEND ENGINEER - BACKEND ENGINEERING TEAM.

- Development of public API layer for car loan application submission.
- Modernization of legacy code. Rewrites into Typescript, redesign into an asynchronous distributed architecture based in AWS lambdas and SNS events.

BAMBU

January 2022 - June 2022

BACKEND ENGINEER - BACKEND ENGINEERING TEAM.

- Development of multiple backend services that constitute Bambu Robo Advisor.
- Deployment and maintenance of Kubernetes clusters that deliver financial services APIs to our various clients.
- Work with a diverse and international team, adapting Bambu Robo Advisor core to the specific needs of our clients from all around the world.

REBELLION PAY

November 2020 - November 2021

SOFTWARE ENGINEER - BACKEND ENGINEERING TEAM.

- Design and development of the systems that constitute the financial services of Rebellion Pay, as well as internal tools used to resolve customer incidents.
- Use of infrastructure virtualization and deployment tools, such as Docker, Kubernetes and Terraform, to guarantee 100% uninterrupted service to our customers.
- Integration of the backend service with multiple third-party APIs to develop new features, such as crypto currency trading or cashback rewards.

- Design and development of the projects transition from a monolithic REST service to a distributed micro-services architecture based on the NATS protocol, paying careful consideration to performance, data modeling and asynchronous services orchestration.
- Work in a multidisciplinary team under SCRUM methodology to achieve business goals quickly and efficiently.

MR HOUSTON

August 2019 - November 2020

FULL STACK DEVELOPER - DEPARTMENT OF ARTIFICIAL INTELLIGENCE.

- Full Stack Development of the web interface of an experimental application which mathematically measures the effect of news publications on share prices of IBEX 35 companies.
- Iterative refinement of the application, seeking attractive use cases for potential clients.
- Design of solutions for the multiple problems arising during development of the application (user interface refinement, query optimization, design of application state control systems, fixes for various unexpected behavior).
- Leadership and decision making skills, assignment of tasks to the rest of the team, setting priorities in order to meet deadlines.
- Research and implementation of productivity enhancement techniques, both strictly technical (DevOps, CI/CD) and organizational (Research-oriented SCRUM).

OPTIVA MEDIA

June 2018 - October 2018

INTERNSHIP - WEB DEVELOPER

- Developer in Media-Streamer, an ETL project for metadata enrichment of multimedia files through incoming data from multiple distinct sources, whose structures had to be consolidated into a single format.
- Experience as team member of a SCRUM organized software development project.
- Development of code in a production environment, with the responsibility of delivering client requirements within fixed times.

EDUCATION

UNIVERSIDAD POLITÉCNICA DE MADRID

September 2018 - June 2019

MASTER IN CYBER-SECURITY

- **Graduate Project:** Research, development and deployment of an email spam filter using machine learning predictive model based on the Naive-Bayes algorithm.

COMILLAS ICAI

September 2013 - June 2018

UNDERGRADUATE DEGREE IN TELEMATICS ENGINEERING

- **International Exchange Program:** Rose-Hulman Institute of Technology, Terre Haute, IN (4th year of undergrad)
- **Undergraduate Project:** Comprehensive research of the security risks present in automobile control systems and implementation of a encrypted communication channel between the control components to alleviate the encountered issues. Sponsored by Rolls Royce, Indianapolis, IN.