



CONSTANTINO F. T.

CURRICULUM VITAE

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<https://github.com/darkxeno>

CURRENT POSITION

Backend / Infrastructure Dpt. Lead

Mobgen / AI [Jan 2018 - now]

EXPERIENCE / ROLES

DevOps / Cloud Architect

Mobgen / AI [Mar 2017 - now]

Product Manager / Information Security Lead - Halo

Mobgen / AI [Mar 2017 - now]

Solution Architect - Halo

Mobgen [Dec 2015 - Jan 2018]

Lead Full Stack Web Engineer

Mobgen [Feb 2014 - Dec 2015]

Cofounder and Collaborator

Codefixia [Sep 2012 - Sep 2014]

Senior Web / Mobile Developer

Restalo [Jan 2011 - Feb 2014]

Web/Mobile Developer

Wombat Internet [Mar 2010 - Jan 2011]

Deployment Manager

Lemonquest [Feb 2009 - Feb 2010]

Mobile Games Developer

Lemonquest [Sep 2008 - Sep 2009]

Web Developer

Redegal [Jul 2006 - Sep 2006]

1. tino@technologies: ~(bash)

DevOps: kubernetes expert, docker **expert**, cloudformation, helm
CI/CD (Bamboo / Drone), bash scripting, linux, ...

AWS Cloud: ec2 **expert**, ecs, eks, iam, vpc, cloudwatch, rds
dynamodb, documentdb, s3, cloudfront, API Gateway, lambda, acm, ...

DBs/others: mysql **expert**, mongodb **expert**, kafka (streams), redis
memcached, varnish, cassandra, ...

Backend: nodejs **expert**, php, scala, java

Frontend: javascript **expert**, react **expert**

Machine Learning: tensorflow, keras, python, matlab (beginner)

Mobile: iOS objective C, Android Java (old)

COURSES / CERTIFICATIONS

Professional Scrum Product Owner

Professional Scrum Master

Cloud Computing Specialization (5 courses)

Neural Networks and Deep Learning

Improving Deep Neural Networks

Machine Learning

AWS Solution Architect

Functional Programming Principles in Scala by Martin Odersky

Creative Programming for Digital Media & Mobile Apps University of London

CAD Design University of Vigo

Documentaries Production University of Vigo

Selling Techniques Commerce Camera

EDUCATION

CAREER: TECHNICAL ENGINEER CS

HONORARY DEGREES

Multimedia Systems Flash/ActionScript
Computer Graphics OpenGL