

DIEGO ECHEVERRI SILDARRIAGA

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WORK EXPERIENCE

Twenty Billion Neurons GmbH. (Berlin, Germany) (April 2018-July 2018)

Senior Rails Engineer

- Refactorization of the Monolithic codebase. Split the website from the main application.
- A captioning leaderboard for researchers. This included a microservice in Python with Flask for captioning metrics (ROUGE, BLEU, METEOR and others)
- An Android app for prediction visualization. TravisCI/HockeyApp integrations for the Android pipeline

Geeny.io. (Berlin, Germany) (April 2017-April 2018)

Ecosystem Engineer

- Organization and setup of events and conferences.
- Development of small/quick demos using our technology (Embedded and Web)
- Signing up 300 developers into the Geeny platform

Envoy. (SF, USA) (April 2016-Feb 2017)

Senior Backend Engineer

- Implementation of the alerts/metrics dashboard and coaching of the team to be more Data-Driven.
- Migration of user provisioning to use SCIM.

Wooga. (Berlin, Germany) (March 2012-March 2016)

Backend Engineer

- Development and maintenance of Diamond Dash. A high-traffic arcade social game used by millions of users daily in Android, Facebook and iOS. My responsibilities included systems for: Payments, Game Persistence, Push Notifications, AB-Tests, Customer Care
- Development of an internal API/Front-End for client debugging using React and Elastic Search.
- Development of a multiplayer backend for the Real (RTS) Warlords in Scala with Akka. Rewrite of the Core Game in Unity using C#. Implemented an AI using Monte Carlo Tree Search.

StackBuilders. (New York, United States) (March 2011-2012)

Remote, Senior Rails Developer

- Implementation of full-stack web applications for start-ups.

Intellifactory Kft. (Budapest, Hungary) (March 2008-March 2009)

F# Developer

- Websharper: a Compiler/Framework for Webprogramming using F#
- A web-app or Marketing Automation

Universidad EAFIT (Medellín, Colombia)

Distributed Systems Laboratory (February 2007-December 2007)

Half-time Research Assistant

- Design and development of multiobjective optimization algorithms. Mathematical definition of the problem. Statistical analysis of experimental data using *R*.

Virtual Reality Laboratory (September 2004-December 2004)

Half-time Research Assistant

- Improvement of the Telepresence Project, a collaborative tool for distance education (using Java and Java3D)

EDUCATION

Universidad EAFIT Medellín, Colombia

Ingeniería de Sistemas (Comp. Sci.) 2002-2010

Cumulative (GPA): 4.2/5 ¹

PET-PROJECTS

- <https://github.com/diegoeche/nano> A proof of concept programming language with Strong Typing and ambiguous grammar
- <https://github.com/diegoeche/robot> A small robotic vehicle based on the Beaglebone Blue Dev-Board. 3D printed parts. SFML C++ client/server architecture.
- <https://github.com/diegoeche/> My other projects and collaborations are available at my GitHub.

ACHIEVEMENTS

- 9th position among 7875 students in the Systems Engineering national exams (ECAES 2009/2).
- My thesis *Simulando Operadores Disfijos* received a honorable mention from the Jury and was nominated for the *Otto de Greiff* Contest (an annual prize awarded to the best bachelor dissertations in Colombian universities)

¹Lowest grade is 0.0. Passing grade is 3.0

PUBLICATIONS

- Juan Montoya, Yezid Donoso, Ramon Fabregat, Edwin Montoya, Diego Echeverri. Multiobjective Model for Multicast Overlay Networks over IP/MPLS using MOEA. 12th Conference on Optical Network Design and Modelling. Vilanova i la Geltrú, Spain. 11-12. March 2008.
- Juan Carlos Montoya, Yezid Donoso, Ramon Fabregat, Edwin Montoya, Diego Echeverri. Optimización Multiobjetivo para Enrutamiento Multicast en Overlay Networks utilizando Algoritmos Evolutivos. Ingeniería y Ciencia. Universidad EAFIT. Volumen 4, Número 7. p.87-111, Junio 2008. ISSN 17949165.

TOOLS

- Storage: Postgres, MySQL, Redis, DynamoDB, S3, Elastic Search
- Infrastructure: Elastic Beanstalk, Heroku, EC2, Bare Metal
- Languages: Ruby, Elixir, JavaScript, Erlang, C#, F#, Java, Scala, Kotlin, Python
- Other: Hardware hacking with SBCs, CMUs sensors. 3D Printing

LANGUAGES

- Spanish - Native Speaker
- English - TOEFL (Internet based) 107
- Hungarian - Intermediate level
- German - A2