

EDUARDO SANCHEZ BAUTISTA

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EXPERIENCED SOFTWARE ENGINEER

Experienced software engineer delivering high-quality cloud solutions with a product-oriented mentality. Adept at identifying the right time to take shortcuts and address technical debt. Strong team leader who collaborates with cross-functional teams to achieve project goals. Expert at solving complex technical challenges and committed to continuous learning and personal growth.

Areas of expertise include:

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|---|--|--|
| <input type="checkbox"/> Typescript / Go / Lua | <input type="checkbox"/> Elasticsearch / redis / Kafka | <input type="checkbox"/> DevOps / GitOps / Terraform |
| <input type="checkbox"/> ReactJS / Angular / React-Native | <input type="checkbox"/> REST / GraphQL | <input type="checkbox"/> AWS / Azure / GCP |
| <input type="checkbox"/> NodeJS / Deno | <input type="checkbox"/> Docker / Kubernetes / Argo | <input type="checkbox"/> Open Telemetry / SRE |
| <input type="checkbox"/> MongoDB / PostgreSQL | <input type="checkbox"/> Kubernetes/Istio/Envoy | <input type="checkbox"/> API Gateway/ Service mesh |

PROFESSIONAL EXPERIENCE

Unity Technologies, Berlin, Germany,

2022 – Present

Unity Technologies develops the Unity game engine and development-platform for creating interactive experiences for various platforms. Unity Technologies is headquartered in San Francisco, California and has offices worldwide.

Senior Software Engineer

Integrating new features and building self-service platform capabilities for Unity API gateway, collaborating with other teams to build modern infrastructure and backend services. Proficient in modern cloud tools including Kubernetes, Istio, Argo, GCP, and AWS.

Key Contributions:

- Participated in the research team evaluating options for a **new API Gateway technology**, leading to the strategic selection of the most fitting solution. Negotiated with enterprise product providers, presented the decision to the team, and orchestrated the development of foundational building blocks. Designed the main architecture, leveraging Kubernetes extensively for optimal scalability and efficiency, resulting in improvements in overall latency, developer experience, and project maintainability.
- Migrated DNS records for the global production API in Unity redirecting to an in-house proxy, resulting in improved observability for a 20-year-old monolith service to be migrated to microservices. This reduced maintenance costs and improved reliability, ultimately contributing to project success.
- Maintained and added new features to the in-house proxy written in Golang. This included improving performance, addressing bugs; This service is being used in production adding observability to a 20-year-old monolith.
- Maintained and enhanced the internal TypeScript framework for REST and GraphQL, used by multiple teams across the organization. My contributions included implementing new features, addressing bugs, and optimizing performance, resulting in increased productivity and improved developer experience.
- Contributed to open-source modules like autocannon, helping to improve their functionality and reliability. This also demonstrated a passion for learning and a commitment to the broader software development community.

Tilda (All about me GmbH)(Ceased operations). Berlin, Germany,

2021 – 2022

Making women's lives healthier and happier, Tilda builds products to prevent and treat mental disorders. Built on scientific methods and great user experience. In the process of becoming a "Digitale Gesundheitsanwendungen" (DiGA)

Lead Engineer

As lead engineer I guided the team to meet BfArM's certification requirements for our DiGA by providing hands-on technical leadership and ensuring alignment with project objectives; aiding the team to quick adaptation to new requirements quite often.

Key Contributions:

- Organized and streamlined the product team workload and sprint planning, while mentoring less experienced engineers and implementing best practices in the codebase, architecture, and ways of working.
- Led the successful migration from AWS Cognito to Keycloak as the authentication service, customizing the instance with a Java adapter to emit webhooks for our workflows.

BCG PLATINION GmbH. Berlin, Germany,

2018 – 2021

BCG Platinion, part of The Boston Consulting Group, provides global consulting services for IT architectures, digital products, and data transformations with 800+ clients and 40+ global locations, utilizing deep technical expertise and agile, human-centered approaches.

Lead Engineer

Developed multiple POC/MVP and Enterprise-grade solutions, with broad business contexts; Using multiple technologies on different levels. Constantly adapting to project contexts, management, and methodologies.

An example of some projects I worked on:

- Led a team of 6 engineers using ReactJS and DotNet microservices to build a global financial MVP for a telecom giant, resulting in increased efficiency and accuracy in financial transactions.
- Implemented infrastructure and CI/CD for an internal DevOps platform using Kubernetes operators on top of AWS EKS, allowing teams to focus on projects with faster time-to-market for new products and services.
- Led the development of an MVP real-time marketplace-to-vehicle experience solution for a German car manufacturer. Reverse-engineered the vehicle infotainment system and implemented a solid solution to improve the customer experience and increase sales. Also focused on developing an assisted content creation web app and an in-vehicle application, utilizing technologies such as ReactJS, Node.js, Go, Angular6, and IoT, with an event-driven architecture.
- Developed a proof of concept for aerospace supply chain management utilizing a combination of IoT, web, and blockchain technologies. By leveraging the Hyperledger stack, ReactJS, and Python, the POC showcased enhanced supply chain visibility and traceability, leading to increased operational efficiency and reduced costs.

optilyz GmbH. Berlin, Germany,

2017 – 2018

Europe's leading direct mail automation software. Offers marketing integration to automate mailing of letters, postcards, and self-mailers into cross-channel marketing.

Key Contributions:

- Implemented concurrency models in a highly complex ReactJS and Redux-Saga application, resulting in remarkable UX for complex asynchronous user tasks.
- Increased unit testing coverage by up to 40% in both the frontend and backend using Jest and Selenium, enhancing the code quality and reducing bugs.

McKinsey.org (previously McKinsey Social Initiative). Mexico City, MX,

2016 – 2017

A nonprofit founded by McKinsey & Company to have a lasting and substantial impact on complex social challenges. Rolling out the successful project "Generation" which focused on transforming education to employment with a global reach of 39,130 graduates in 14 countries.

Key Contributions:

- Filtered, prioritized, and implemented multiple users requirements from different countries, without design support delivering new features every 2 weeks.
- Implemented a recruiting tool PWA with a self-video-recording, using WebRTC, emphasizing data performance given that our target country users had a limited amount of it. Using ReactJS and AWS lambda to post-processing video streams.

EDUCATION AND ADDITIONAL INFORMATION

Bachelor of Software Engineering (B.SE); (2016)

UNIVERSIDAD POPULAR AUTÓNOMA DEL ESTADO DE PUEBLA, Puebla, México.

Exchange Program in Systems Design; (2015)

CARINTHIA UNIVERSITY OF APPLIED SCIENCES, Villach, Austria

Additional Information:

Sports: Biking (gravel, touring), squash, In-line hockey. **Hobbies:** Latin Dances, Techno, Coffee Brewing. **Languages:** Spanish (*native*), English (*C1*), German (*A2*)

