

EDUARDO SANCHEZ BAUTISTA

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EXPERIENCED SOFTWARE ENGINEER

With over 8+ years of experience as a software engineer, I specialize in delivering high-quality cloud solutions with a product-oriented mentality. From mobile, web, and CLI applications to high-throughput systems like Gateways and financial pipelines, I've worked in both B2C and B2B domains across diverse industries including telecommunications, e-commerce, gaming, and health. I excel in managing tech debt and transitioning between pragmatic PoC/MVPs and production solutions. With a product-oriented mindset, I can perform leadership tasks such as mentoring, hiring and team/culture building.

Areas of expertise include:

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

PROFESSIONAL EXPERIENCE

Kombo.dev, Berlin, Germany,

2024 – 2024

Kombo.dev builds infrastructure to streamline HR processes and integrations across multiple platforms.

As a **Staff Software Engineer**, I lead infrastructure modernization and technical initiatives while fostering engineering excellence. Key focus areas include GCP migration, observability implementation, and incident management optimization.

- Architected and implemented a **full infrastructure revamp in GCP** utilizing **Terraform** and modern CI/CD pipelines, achieving **significant cost reductions**, with **minimal downtime**, while enhancing security through multi-layered protection mechanisms and performance optimization practices.
- Established company-wide **observability framework** by implementing strategic alerting and consolidating monitoring signals. Created comprehensive training materials and documentation to **standardize observability practices**.
- Developed **incident response protocols** and mentored team members in root cause analysis, resulting in faster resolution times. **Implemented a “run books culture”** to improve system reliability.
- Championed inclusive engineering practices and sustainable development through knowledge sharing, mentoring, and enhanced cross-team collaboration.

Unity Technologies, Berlin, Germany,

2022 – 2024

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.

As a **Senior Software Engineer Level 6**, I work in Services Foundation team, which is responsible for providing a self-service API Gateway. I work adding new features, keeping the systems and providing guidance to our customers (*other unity teams*). We contribute to the advancement of modern infrastructure, and the usage of 1st class engineering practices for high throughput production systems. I'm Proficient in utilizing cutting-edge cloud tools such as Kubernetes, Envoy, GCP and developing extremely scalable backends with Node.js and Go.

- Participated in the company hack week, coming up with a useful internal tool to provide week logs, **using GenAI and different RAG techniques**, I created a full working MVP connecting the slack API, OpenAI & multiple mgmt tools.
- **Interim lead** for the internal team that maintains the current API Gateways, working with TPM to prioritize new features, organize the roadmap, overseeing security reviews and actively working in new features.
- Part of the researching team to evaluate the technology for the **new API Gateway**, evaluating multiple technologies and coming up with a strategic selection. Negotiated with enterprise providers, fostered the conversation to come up with a decision, and orchestrated the development of the **foundation building blocks**. Designed the **main architecture**, having in the scope *multi-teams, multi-clusters, multi-providers, performance, maintainability and DevExp*.

- Designed and built the foundation for an Authorization gRPC service to work within the new API Gateway, **built with Go, adding OTEL instrumentation.**
- Improved some parts of our cloud costs in around 60% and **saving the company around ~\$70k annually**, all of this by taking an in-depth look into our logging usage/storage.
- Maintained and improved an in-house telemetry proxy *written in go*, part of the efforts included migrating the global DNS records for global production. The service was meant to provide observability for a 20-year-old service.
- Contributed to open-source modules like autocannon, Istio and others, helping to improve functionally, raising issues or proposing changes.

Atmo.earth, Berlin, Germany,

Dec 2023 – Feb 2024

atmo.earth is a new startup dedicated to combating climate change through innovative carbon sequestration methods.

As a **Prospect Founding Engineer**, I Built *at no cost*, the V1 of the MVP, which was presented at *Finovate*, one of the largest fintech conferences in London, garnering significant attention and interest from investors.

- Led the development of the MVP, overseeing all technical decisions within the scope, taking executive decisions on product workflow and design; Leveraged no-code tools to move to build the platform rapidly within a few weeks, taking critical architectural decisions prioritizing modularity, flexibility, and quality within the context.

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.

As a **Lead Engineer**, I developed multiple POC/MVP and Enterprise-grade solutions, with broad business contexts; Using multiple technologies on different levels. Example of projects:

- 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. Utilizing technologies such as *ReactJS, Node.js, Go, Angular6, and IoT, with an event-driven architecture.*
- Led a team of 6 engineers using *ReactJS and .Net* microservices to build a **global financial MVP** for a telecom giant, resulting in increased efficiency and accuracy in financial transactions. **Detecting legacy financial loopholes that cost the company ~\$1M per year.**
- 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.

OTHER PROFESSIONAL EXPERIENCES

- Full-Stack Engineer — **optilyz GmbH, Berlin, Germany.** 2017–2018
- Software Engineer — **Generation by McKinsey & Company Social. CDMX, Mexico.** 2016-2017
- Software Engineer Jr. — **Lucasian Labs Mexico. CDMX, Mexico.** 2016
- Software Engineer Internship — **Weetsi Solutions. CDMX, Mexico.** 2015

EDUCATION AND ADDITIONAL INFORMATION

Bachelor of Software Engineering (B.SE); (2016) ; UNIVERSIDAD POPULAR AUTÓNOMA (UPAEP), 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:** Dancing 🕺, Music, Wood, Coffee Brewing, photography. **Languages:** Spanish (*native*), English (*C1*), German (*B1*)