Gastón Kleiman

Software Engineer

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Nationality: German and Argentine Citizenships

Education

2003 – 2011 **Informatics Engineering (6-year degree)**, *Universidad de Buenos Aires*, Argentina. Final Project: wIDE (Web Integrated Development Environment).

2008 – 2009 Research Project at the Institute of Distributed and Ubiquitous Systems, Techni-Sep – Feb sche Universität Braunschweig, Germany.

Participated in a research project on collaborative transmission in wireless sensor networks using feedback based distributed adaptive beamforming.

Simulated and evaluated different synchronization and clustering approaches using MATLAB.

Professional Experience

2013 - Present Software Development Engineer, Amazon Web Services, Berlin, Germany.

Jul – Present Member of the team responsible for AWS OpsWorks, a highly scalable distributed system that powers thousands of servers.

- Responsible for architecting and developing new features, for maintaining and refactoring core components, as well as for operating all the back-end components.
- o Technologies: Ruby, AWS (EC2, DynamoDB, SWF, SQS, RDS, others), Java.

2012 – 2013 **Software Engineer**, *LinkedIn*, Buenos Aires, Argentina.

Jul – Apr • Worked on an internal application that provides live analytics.

- Created a prototype of a system to be used for capacity planning.
- Technologies: Java, CoffeeScript, Backbone.js, Bootstrap, Apache Kafka, Apache Pig, Apache Hadoop, MySQL, Teradata.

2012 – 2012 **Android Developer**, *Etermax S.A.*, Buenos Aires, Argentina.

May – Jul Short gig working on Word Crack, a multiplayer game similar to Zynga's Scramble.

2011 – 2012 Business Intelligence & Data Warehouses - Corporate Engineering, *Google (Vendor)*, Aug – Apr *Globant*, Buenos Aires, Argentina.

Worked from Google's offices in Buenos Aires as part of a distributed team with 7 members in Argentina and around 7 in Mountain View, California.

- Developed ETL pipelines in Java for large scale datasets using proprietary distributed computing libraries (MapReduce/Dremel) deployed on Google's cloud infrastructure (Borg).
- Implemented/Maintained several executive dashboards using proprietary JavaScript/AJAX data visualization libraries and Data Warehouses.
- Maintained a real-time Python/Java Business Intelligence platform to monitor credit exposure and revenue risk.
- Release management for the Financial Datawarehouse Pipelines.

2010 Undergrad Teaching Assistant, Universidad de Buenos Aires, Buenos Aires, Argentina.

2009 – 2010 **Software Engineer**, *3DGames*, Buenos Aires, Argentina.

Oct – Jun o Migrated the web site of Club Speedy (Membership Reward Program of one of Argentina's largest ISPs) from various PHP applications to a fully integrated site developed with Ruby on Rails. Responsible of meeting with the client to define requirements and of designing, implementing and deploying the website.

- Participated in the implementation of a Single Sign—On solution for the 3DG Platform using the Central Authentication Service (CAS) protocol. Tools used: castronaut, phpCAS.
- Installed and configured multiple GNU/Linux servers. Responsible for emergency response in case of failures.

2007 – 2008 **Java Developer/Consultant**, *New Technologies S.R.L.*, Buenos Aires, Argentina.

Jul – Aug Started with an internship during my studies and then continued to work part–time until I got a scholarship from the DAAD.

Participated in a small team developing Java applications, and also worked as an internal and external consultant.

 Developed a workflow based web application to track and optimize the Procurement Process of the "Grupo Telefónica" in Argentina. Tools used: jBPM, Tapestry, Spring, Hibernate. HttpUnit (for web scraping).

Technical Skills

Proficient in: Ruby, Java, GNU/Linux.

Acquainted with: Python, CoffeeScript, JavaScript, C, C++, SQL, HTML, CSS.

Worked with: • AWS (Amazon EC2, Amazon DynamoDB, Amazon SWF, Amazon SQS, etc.). • Spring, Hibernate, Jackson, Jersey, JUnit, TestNG.

- Ruby On Rails, RSpec, jQuery, jQuery UI, Backbone.js, Bootstrap.
- o Apache Hadoop, Apache Pig, Apache Kafka.
- o Google Proprietary Technology (Borg, MapReduce, FlumeJava, Dremel).
- Android SDK.
- o Perforce, git, darcs, svn, Mercurial.
- o Bash, Eclipse, Vim, Apache 2, Apache Tomcat, MySQL.

OOP Experienced in Object-oriented design and programming. Knowledge of Design Patterns and UML.

Languages

English Fluent First Certificate Exam (passed with grade A), Cambridge, 2001

German Advanced Deutsches Sprachdiplom der KMK Stufe II, 2002

Spanish Native

Contributions to FLOSS Projects

Contributed to popular FLOSS (Open–Source) projects including:

Mercurial
ACE (Ajax.org Text Editor)

Typus
Backbone. Tableview

Personal Projects

wIDE [Rails 3, jQuery, jQuery UI, delayed_jobs, Mercurial, git] is a web IDE that runs in 2010 the browser, but lives in a server. It was developed for the Robotics Club of the Faculty of Engineering of the UBA, and allows them to edit and compile programs for different microcontroller architectures from anywhere, at any time. It supports versioning of projects using Mercurial.

yanf Yanf [C] is a deprecated news fetcher coded by me, when I was 16 and web RSS readers 2001 were not popular. It was published under the GPL v2 license, but is no longer functional and is still available only for nostalgic reasons.

Awards

- 2008 **ALEARG Scholarship**, granted by the German Academic Exchange Service (DAAD) to do research work at the TU Braunschweig, Germany.
- 2001 Argentinian National Olympiad of Chemistry (OAQ), Bronze medal.

Hobbies

o Traveling, Cinema, Photography and Cooking.