JESUS A. GARRIDO CORDERO

Contact Information

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Professional Summary

Highly skilled and dedicated Cloud Backend Engineer with over two years of experience in designing, developing, and maintaining cloud-based solutions. Proficient in backend development, database management, and cloud technologies, with a strong focus on delivering high-performance, scalable, and reliable systems. Adept at working in agile environments and collaborating with cross-functional teams to achieve project goals. Seeking to leverage my expertise in cloud computing and backend development to contribute to innovative projects in a dynamic organization.

Key Skills

- Cloud Computing: Kubernetes, Docker, Helm, Spinnaker
- Backend Development: Python, Fast API, SQL Alchemy, Cython
- Database Management: PostgreSQL, DBeaver, SQL
- DevOps Practices: Jenkins, GitLab CI/CD, Infrastructure as Code
- Web Development: RESTful APIs, .NET Framework, Java
- Automation: Linux Shell Scripting, Robot Framework, JFrog Artifactory
- Configuration Management: YANG Model, JSON
- Version Control: Git, GitLab
- Agile Methodologies: Scrum, Kanban
- Problem Solving and Debugging: Strong analytical and troubleshooting skills.
- Communication and Collaboration: Excellent verbal and written communication, teamwork, and leadership skills

Professional Experience

Cloud Backend Engineer

Ericsson, Malaga - Spain

April 2022 - June 2024

- Developed and maintained multiple microservices, including those with ML/AI code in Python, handling extensive data.
- Implemented a FAST API in Python, optimizing communication with PostgreSQL using SQL Alchemy and S3.
- Developed endpoints for frontend-backend communication, cythonizing code for performance enhancement.
- Took over responsibilities of the senior backend software developer, managing key backend systems and ensuring continuity and performance.
- Managed namespaces in the cloud environment, overseeing the deployment of multiple microservices with Kubernetes and Docker, utilizing Helm.
- Participated in the exploration and development of a solution using YANG models for network configurations.
- Worked on the 'Issue Detection and Classification' (IDC) project, working ML algorithms to process raw RAN telecom data.
- Utilized WSL (Ubuntu) and Vscode for development, employing Jenkins for CI/CD pipelines and Robot Framework for testing.
- Contributed to a project involving Java and .NET frameworks, maintaining backend logic consistency.

Achievements:

- Automated deployment processes, including FQDN updates and PostgreSQL database migrations.
- Improved code quality by implementing robust logging mechanisms and efficient database querying.
- Facilitated TDD practices and enhanced code structure using proper design patterns reaching for efficiency and simplicity.
- Successfully adapted to architecture changes, ensuring seamless communication between microservices.
- Recognized for facilitating deployments and maintaining microservices and received awards for contributions.

Team Collaboration:

• Collaborated with global teams from Hungary, India, and China, demonstrating strong communication, empathy, and adaptability.

- Mentored interns and new backend engineers, providing guidance on coding practices, design patterns, and agile methodologies.
- Created comprehensive documentation and automation scripts to support team members in managing cloud-based solutions.

Co-Founder and Backend Developer

StreamingConnect - Spain

2013 - 2022

Responsibilities:

- Developed a Streaming API for real time ad insertion in FAST technologies.
- Led different projects (shown below).
- Deployed servers and necessary software for various projects, ensuring high availability and performance.
- Developed streaming solutions.
- Implemented cloud playout solutions and real-time monitoring of signals.
- Developed ontological video search functionalities.
- Managed IPTV-OTT service at first and second levels.
- Implemented systems for virtual education, enhancing remote learning capabilities.

Collaboration with other companies:

- Collaborated with American companies such as GetPublica and Wavefront tv to bring FAST solutions to different CTVs and operators.
- Collaboration with TIGO operator to test different FASTs solutions.

Streaming Server Support

Telesur, Caracas

Developed Ffmpeg scripts for streaming server support.

Implementation of Audiovisual Telecommunications Platforms

RASDTV, Western Sahara

Implemented audiovisual telecommunications platforms.

Development and Implementation of IPTV Contribution Networks

Grupo GCM, Spain

- Developed ontological search for videos.
- Software development for real-time monitoring of signals with Ffmpeg and Python.
- Implemented cloud playout.

Responsible for First and Second Level IPTV-OTT Service

VPITV, Florida

Managed IPTV-OTT service at first and second levels.

Responsible for Implementing Systems for Virtual Education for Hispasat

DigisatMedia, Madrid

Implemented systems for virtual education for Hispasat.

Low-High Frequency Support Technician

Marina Televisión 2000 s.l, Málaga

Provided technical support for low-high frequency systems.

System and WebTV Webmaster

Canal Sur, Malaga, and Sevilla

 Part of the BMS system development team for Andalucía Turismo, Cocina, Flamenco, and La Banda channels.

Implementation of Collaborative Videoconferencing Systems

Conmebol, Asuncion

Implemented collaborative videoconferencing systems.

Education

Bachelor of Health Engineering

Universidad de Málaga, Málaga

Ericsson certificates

Link to certificates

Languages

English: FluentSpanish: NativeJapanese: Basic