

tiagokatcipis

software engineer

contact

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GitHub
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Blog

Skills

Software architecture
and design.
Critical thinking and
problem
decomposition.
Clear communication,
written and spoken.

Programming Languages

Go, Python, C, C++,
Lua, Bash, Javascript

Protocols

HTTP, gRPC, SIP, RTP,
AMQP

Automation and Infrastructure

Kubernetes, AWS,
Azure, Google Cloud,
Docker, Terraform,
Ansible, Make, Vagrant,
Docker Compose

Monitoring

Prometheus, Grafana,
StatsD, Sysdig

Languages

English, Portuguese

Introduction

I'm a curious programmer that likes to explore different ways to design, build and test software always trying to understand as much as I can from the entire environment I'm working in. That led me to do a lot of different things in my 10 years career, from embedded software in C to distributed systems in a variety of languages and protocols. I'm passionate about automation and minimalism when building scalable, efficient and flexible software.

experience

2019–present **FromAtoB**

Berlin, Germany

Software Engineer - Search2Book Team

- Implemented new location service from scratch (Go, HTTP, gRPC).
- Added PSD2 compliance on payment method storage service (Go).
- Helped migrate core services from legacy environment to new GKE cluster.
- Built backup routines for critical service (Google Memorystore).
- Improved development environments making them more consistent.
- Integral part of the hiring process doing interviews and pair programming sessions.

2017–2019 **Neoway**

Florianópolis, Brazil

Software Engineer - Data Platform Team

- Led the migration of the entire data platform from AWS to Azure.
- Developed tools to automate building infrastructure, like k1b.
- Created new service to solve audio captchas (Go, Python, SVM).
- Prototyped image captcha solver using TensorFlow.
- Did 3 different presentations in 2 different conferences.

2015–2017 **Neoway**

Florianópolis, Brazil

Lead Software Engineer - Data Capture Team

- Led development of a new data capture architecture.
- Implementation of multiple services for the new architecture (Python, Go).
- Added improved and fully automated monitoring system (Sysdig, StatsD).
- Coached the team on better testing practices and TDD.
- Fully automated dev environments and deployment (Docker, Docker Compose).
- First team on the company to deploy and use Kubernetes to manage more than 100 deployments.

2010–2015 **Dígitro**
Lead Software Engineer

Florianópolis, Brazil

- Developed VoIP phone with color touchscreen from scratch (C on a Blackfin DSP).
- Automated development environment for cross compilation (Ansible, Vagrant).
- Replaced legacy audio service that used Flash (RTMP) with an HTTP/HTML5 solution (NodeJS, C).
- Built new REST service to integrate with company PBX solution (proprietary protocol).
- Built a customized audio playback system (Flash, RTMP, GStreamer, C++).
- Built a biometric identification service (HTTP, Lua, C, MongoDB).
- Coached team on automated testing and TDD.

2008–2010 **Dígitro**
Trainee

Florianópolis, Brazil

- Worked on making windows only VoIP softphone cross platform (C, GStreamer, RTP, SIP).
- Prototype of biometric identification service (Python, GTK, C).
- Prototype of face detection system with processing on the edges (C, OpenCV).