tiagokatcipis
software engineer

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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.

Education
Bachelor of Computer
Science, UFSC, Brazil.

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 klb.
- 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**   Florianópolis, Brazil
           Lead Software Engineer

- Developed VoIP phone with color touchscreen from scratch (C on a Black-fin 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**   Florianópolis, Brazil
           Trainee

- 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).