Tiago**Katcipis**

Software Engineer

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GitHub
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Education
Bachelor of Computer
Science, UFSC, Brazil.

Languages
English, Portuguese.

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.

Introduction

I'm a curious programmer who 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 (Google Kubernetes Engine) 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 in 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 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**	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).