MIGUEL VILÁ

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PROFESSIONAL EXPERIENCE

Disney Streaming Services   January 2017 - Present
Senior Software Engineer   *Manchester, United Kingdom*

- Was part of multiple engineering teams that built and maintained Disney+ and ESPN+, Disney's streaming platforms. Some technologies that I used include Scala, Python, TypeScript and several of AWS products.
- Developed and maintained services related to commerce operations including subscription lifecycle management and payment methods storage. Collaborated with other teams in order to deliver cross-cutting features related to these services.
  - Created proposals for new components that would improve the API and domain events of the subscription management system. Collaborated with other engineers in order to define the design and behavior of these new components. This resulted in an improvement in the quality of the data used in analytics and a better visibility over the subscriptions lifecycle.
  - Developed and maintained a component that detected when subscriptions issued by partners overlapped with existing subscriptions for the same user. This resulted in the automatic pause of the subscription or a discount, depending on specific business rules. This provided a better experience for these users and costs savings in customer services operations.
- As part of a different team I developed services for user authentication, account management and profile management. This included several microservices written in Scala.
  - Executed performance tests against those services in order to define sensible scaling policies.
  - Helped to establish the infrastructure of multiple projects.

s4n   January 2013 - June 2016
Software Engineer   *Bogotá, Colombia*

- Developed enterprise software for insurance companies. Used a variety of technologies: Java, Scala, JavaScript amongst others.
- Worked remotely for a company in the United States developing a REST API using Scala.
- I was the technical leader of a small team of engineers. Guided technical decisions and helped members new to the tech stack or to the team become productive.

Los Andes University   August 2011 - May 2012
Teaching Assistant for Design and analysis of algorithms.   *Bogotá, Colombia*

- I evaluated student homework and exams. I organized and lectured classes in preparation for exams.

CIACUA, Los Andes University   March 2011 - August 2011
Software Engineer   *Bogotá, Colombia*

- I worked in the software reingeneering process of an application used for the design and simulation of distributed water networks. I documented the design in UML and fixed bugs found in a version update.

EDUCATION

Recurse Center   August 2016 - November 2016
New York City, United States of America

Self-directed, educational retreat for people who want to get better at programming

Los Andes University   January 2009 - December 2012
Bogotá, Colombia

BSc in Systems and Computing Engineering

TECHNICAL SKILLS

Programming Languages
(in order of skill):   Scala, Java, Python, Javascript.
Infrastructure: Mostly AWS. Cloudformation, DynamoDB, Kinesis, ECS, CloudWatch.