

MIGUEL VILÁ

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PROFILE

I am an experienced software engineer that has delivered large-scale projects working inside small and large teams. I'm keen to collaborate with others in order to deliver quality solutions.

I have experience with a diverse set of technologies and I'm able to learn new things quickly. Although my focus is on the development side, I'm familiar with the infrastructure we use to deliver our services.

PROFESSIONAL EXPERIENCE

Disney Streaming Services

Senior Software Engineer

January 2017 - Present

Manchester, United Kingdom

- Developed and maintained services related to commerce operations. Collaborated with other teams in order to deliver cross-cutting features.
- Created proposals for new components as well as designed their architecture. Collaborated with other engineers in order to define the design and behavior of these new components.
- Designed a new version of a system that would improve the quality of data used in analytics.
- Developed scalable backend services for user authentication. This included 4 microservices written in Scala, each one with separate responsibilities.
- Executed performance tests over those services in order to define sensible scaling policies.
- Helped to establish the infrastructure of multiple projects.

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Software Engineer

January 2013 - June 2016

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

Teaching Assistant for Design and analysis of algorithms.

August 2011 - May 2012

Bogotá, Colombia

- I evaluated student homework and exams. Gave some classes in preparation for exams.

CIACUA, Los Andes University

Software Engineer

March 2011 - August 2011

Bogotá, Colombia

- I worked in the software reengineering 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

New York City, United States of America

August 2016 - November 2016

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

Los Andes University

Bogotá, Colombia

January 2009 - December 2012

BSc in Systems and Computing Engineering

TECHNICAL SKILLS

Programming Languages

(in order of skill):

Scala, Java, Python, Javascript.

Infrastructure:

Mostly AWS. Cloudformation, ECS, CloudWatch, DynamoDB.