

MIGUEL VILÁ

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PROFESSIONAL EXPERIENCE

Senior Software Engineer Disney Streaming Services

United Kingdom
January 2017 - Present

- Working as part of multiple engineering teams building and maintaining Disney+ and ESPN+, Disneys streaming platforms. Some of the technologies I use include Scala, Python, TypeScript and several AWS products.
- Developing and maintaining services related to commerce operations including subscription lifecycle management and payment method storage. I collaborate with other teams in order to deliver cross-cutting features related to these services.
 - Creating proposals for new components that improve the API and domain events of the subscription management system. Collaborating with other engineers in order to define the design and behavior of these new components. This will result in an improvement in the quality of the data used in analytics and better visibility over the subscriptions lifecycle.
 - Developing and maintaining a component that detects when subscriptions issued by partners overlapped with existing subscriptions for the same user. This will result 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.

Software Engineer s4n

Colombia
January 2013 - June 2016

- Technical leader of a small team of engineers. Responsible for technical decisions and training new team members in the use of the tech stack.
- Developed enterprise software for a variety of companies, primarily insurance companies. Used a variety of technologies: Java, Scala and JavaScript amongst others.
- Developed a REST API using Scala for an international client in the United States.

Teaching Assistant for Design and analysis of algorithms. Los Andes University

Colombia
August 2011 - May 2012

- Evaluated students homework and exams. Organized and lectured classes in preparation for exams.

Software Engineer CIACUA, Los Andes University

Colombia
March 2011 - August 2011

- Worked in the software reengineering process of an application used for the design and simulation of water distribution systems. Documented the design in UML and fixed bugs found in a version update.

EDUCATION

Recurse Center United States of America

August 2016 - November 2016

Self-directed, educational retreat for programmers to focus deeply on areas of programming outside their specialization. Specifically, I developed projects related to distributed systems, concurrency and functional programming.

Los Andes University Colombia

January 2009 - December 2012

BSc in Systems and Computing Engineering

ACHIEVEMENTS AND AWARDS

- [“Quiero estudiar”](#) scholarship. This allowed me to study my undergrad at Los Andes University (October 2008).
- Classified to the latin american regional International Collegiate Programming Contest, 2011.
- Classified to the latin american regional International Collegiate Programming Contest, 2012.

TECHNICAL SKILLS

Programming Languages

(in order of skill):

Scala, Java, Python, Javascript.

Infrastructure:

Mostly AWS. Cloudformation, DynamoDB, Kinesis, ECS, CloudWatch.

OPEN SOURCE SOFTWARE CONTRIBUTIONS

- [scalaz #750](#): Added a new functionality. Was able to do this after learning some functional programming concepts.
- [zio-metrics #53](#): Improved the API of a metrics library, making it easier to use.