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Software Engineer at Glovo

Summary

Skilled software engineer with 6+ years of experience, developing maintainable tech solutions with a breadth of technology stacks for sophisticated domains and large scale.

Experiences

May 2021 - Present

Software Engineer

Glovo

Glovo is a delivery company operating in more than 20 countries based in Barcelona.

Projects

As a part of the Matching team, I worked mainly on the service that assigns couriers to delivery orders along with multiple other microservices.

Responsibilities and achievements

- Enable our data analysts to have better visibility on the assignment of orders to couriers by improving our data pipeline that uses technologies like Avro, Athena, S3, Glue, Kinesis, and Firehose.
- Stabilize our assignment model in Spain which is different from other countries due to regulations.
- Prioritize couriers for assignment to couriers based on their performance.
- Decrease cost per order by allowing freelance couriers to handle Glovo express orders

Tech Stack:

- Java, Kotlin, Spring Boot
- Jenkins, Docker, Datadog, Terraform, Ansible
- AWS
- MySql, Redis

Oct 2019 - May 2021

Software Engineer and Technical Lead

Balad

Balad Maps is Iran's leading map and navigation platform with more than 10 million users. A product of Hezardastan (Cafebazaar) Information Technology Development Group.

Projects

Played a key role in rewriting the whole navigation engine. Devised solution for automatically and continuously doing quality assurance, guaranteeing safer release of the navigation engine. Developed crowd-sourcing and feedback aggregation systems.

Responsibilities and achievements

- Revitalized the navigation engine by rewriting it. Turning an almost frozen service into one of the most rapidly evolving projects of the organization. Resulting in a 10% increase in user satisfaction.
- Established norms and best practices in my teams, including extensive tests, comprehensive code reviews, CI/CD, fine-grained monitoring, dependency injection, and more.
- Led technical aspect of our team, Including facilitating onboarding of new members, leading the way for designing new architectures, preserving technical quality, and ensuring alignment with organization-wide technical strategies.
- Migrated the navigation engine to our cloud infrastructure and shrank its resource consumption by 75%.
- Reduced time to delivery for some long-awaited features for the navigation engine from several months to just a few weeks and adding some of them to the product after the rewrite.
- Cut the maintenance costs by having over 85% of test coverage, CI/CD, monitoring, and practicing DevOps culture.

- Minimized defects rate. By automatically comparing the results of the staging and production tiers of the navigation engine, we found multiple subtle bugs before each significant release.
- Increased user engagement by crowd-sourcing accumulation of speed traps, accidents, and police locations.
- Created a new mechanism for collecting user reports resulting in the correction of over 4000 errors in our OSM data in less than 3 months.
- Designed and coordinated the second round of senior software engineering interviews, consisting of several system design questions and an implementation task.

Tech Stack:

- Java/Kotlin, Golang, Python/Django, Celery, Dropwizard, Jersey
- Gitlab CI, Prometheus, StatsD, Grafana, Ansible, Docker Swarm
- Postgres, Redis
- RabbitMQ, Kafka

May 2019 - Oct 2019   Software Engineer

Snapp

With more than 20 million customers, 1 million drivers, and 2 million rides per day, Snapp is the first and leading mobile and web-based ride-hailing platform in Iran.

Projects

Crafted services for balancing supply and demand through making adjustments to prices, dynamically comparing and picking the best ETA provider, and sending SMS.

Responsibilities and achievements:

- Achieved a better balance of supply of rides with demand per area by taking it into account as a factor in our pricing strategy and making modifications to the price accordingly.
- Refined ETA predictions, which in turn led to better prices.
- Improved technical quality of our SMS-sender micro-service.
- Emphasized test coverage in our team and raised test coverage of our projects to over 80%.

Tech Stack

- Golang
- GitlabCI, Prometheus, Grafana, Openshift, Kubernetes
- Postgres, Redis
- RabbitMQ, Kafka

May 2017 - May 2019   Software Engineer

Miare

Miare is a B2B food delivery company that restaurants use for outsourcing their food delivery process.

Projects

Having joined the company in its very early days, I played a key role in its transition to an established business by adding new subsystems, debugging highly sophisticated code, refactoring huge legacy codebases, and leading the way for designing new architectures of its new initiatives.

Responsibilities and achievements:

- Designed courier-management system capable of calculating courier salaries using either of three sophisticated payment plans for couriers.
- Trained junior members of our team.
- Consulted with non-technical members of the organization for our new payment solution which entailed providing each courier with a POS device.
- Re-engineered one of our two backend systems, replacing a very complicated, hardly readable legacy system with uptime of less than a few hours with a maintainable, reliable system.
- Accelerated our courier recruitment by actively devising innovative new financial incentives for them to join us and updating our driver salary module with those incentives.
- Reduced burn rate to almost zero by replacing our old on-demand pricing model with a new one where restaurants paid for both individual deliveries and the number of concurrent couriers available to them.
- Optimized call-center efficiency by integrating their VoIP software with our backend infrastructure adding functionality like caller-id service and dynamically routing calls of each area to supervisors of that area.

- Satisfied accountant colleagues by launching a subsystem for creating reports of financial transactions, ready to be imported into their commercial-off-the-shelf accounting software.

Tech Stack

- Python/Django, Celery, Golang
- GitlabCI, Ansible
- Postgres, Redis

Jun 2016 - Feb 2017   ### Junior Java developer
Idek

Idek was a very small software development company. Started working there in the summer and in accordance with our initial agreement left after a few months to concentrate on university studies.

Projects

Helped port parts of the backend of a game from Django to Java.

Tech Stack

- Java, Jersey, Dropwizard

Aug 2015 - Nov 2015   ### Software Engineering Intern
Elenoon

Elenoon was a company, developing enterprise solutions such as mail service.

Project

Extended our corporate Email solution with the option of sending/receiving SMS messages.

Tech Stack

- Java, Spring Boot

Skills

Software Architecture, Patterns and Methodologies

- Scrum
- Gang of Four design patterns
- Code smells and refactoring techniques
- Architectural patterns
- Clean architecture and SOLID principles
- TDD
- Domain-Driven Design
- Continuous Integration

Back-end Development

- Java and Kotlin tools like Gradle, Hibernate, JAX-RS, Jersey, Dagger, Guice
- Go libraries and tools like Echo, Gorm, Viper, Cobra, Logrus, Testify
- Python-related technologies like Django and Celery
- Messaging tools like RabbitMQ, Kafka
- Database technologies like Postgres and Redis
- Cloud infrastructure tools like Docker Swarm, Kubernetes, S3, AWS
- Traefik, Nginx
- Automation tools like Ansible and GitlabCI
- Monitoring tools like Prometheus, StatsD, Grafana
- Brief familiarity with front-end and android development

Education

2014 - 2019   ### Bachelor of science in software engineering
Sharif University of Technology

Sharif university is Iran's leading institution for engineering and physical science disciplines.My BSc project was on "Pattern-based development of cloud based applications" under supervision of Dr. Raman Ramsin.

2013   ### Bronze Medal in Iranian Chemistry Olympiad

Contact

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