Raul Bajales

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Summary

Seasoned Software Engineer with focus on web applications related technologies. Strongly oriented to the Java platform, dynamic languages and Quality Control, web applications, server side layers, scalability. "Listening, Testing, Coding, Designing. That's all there is to software. Anyone who tells you different is selling something." - Kent Beck

Skills

- REST
- Java
- Maven
- Scrum
- Node.js
- AngularJS
- Scala
- Google App Engine
- Core Java
- CSS
- XML
- Computer Security
- Social Networking
- Selenium
- Unix
- Grails
- TDD
- Subversion
- Spring
- JSON-RPC
- passportjs
- Cloud Computing
- JSON
- Hibernate
- Agile Methodologies
- Web Applications
- Apache
- Test Driven Development
- JavaScript
- Network Security
- ActionScript
- OOP
- Continuous Integration
- MySQL
- Groovy
- Java Enterprise Edition
- Scalability
- Design Patterns
- MongoDB
- PHP
- Software Quality Control
- Tomcat
- Git
- JUnit
- expressjs
- OpenSocial
- Lean Software Development
- JMS
- jQuery
- Web Development

Experience

Self Employed

01 / 2015 - Present

Software Engineer / Consultant

Upwork

01 / 2015 - Present

Software Engineer

Working on the new messaging tool
(https://www.upwork.com/blog/2015/07/new-upwork-
messages/), mainly on the middle layer (backend), in Java
stack and managing WebSockets with Atmosphere (from Async-
IO.org).

SecurityScorecard

01 / 2014 - 01 / 2015

Software Architect

Joined a small team building an MVP for an automates security
assessment online service.
Achievements: - Implemented domain specific language (DSL)
in Groovy, used in backend to write rules to analyse security-
related data and produce faceted information, which was then
collected to get a security report. - Implemented a back-office
webapp using MeanJS stack, for customers to configure
domains to be analysed. - Enhanced Java backend with new
analysis tasks, with focus on testability and code coverage.

Despegar.com

02 / 2013 - 12 / 2013

Software Engineer

Worked on internal project (stats related).
Achievements:

- Bootstrapped an internal project intended to handle resources
  from third party providers. Tech stack includes
  Java/Scala/Jetty/SpringMVC/Hazelcast/Mongo.
- Maintained a stats producer project on a stack including Play,
  Akka, Scala and Mongo.

MURAL.

10 / 2011 - 01 / 2013

Software Engineer

Part of a small team (each of them top-notch in a different area)
working on a cutting-edge project (http://beta.mural.ly),

struggling with backend scalability (Java / AppEngine, Amazon, Heroku, Azure, Mongo, NodeJS) and frontend rendering algorithms (Web Standards, WebKit specifics, Js, Css).
Achievements:

- Part of the sub-team that successfully migrated our backend API from Java/AppEngine to Heroku/NodeJs.

Vostu

04 / 2011 - 09 / 2011

Software Engineer

Engineer for the Vostu Gaming Network Platform.
Achievements:

- Worked on back-end cross-game scalable components and services running on a Maven/Java/Spring/Mysql/Memcached stack, supporting web and mobile games running on Orkut/Facebook and our own platform (Vostu Gaming Network).

Playdom

09 / 2010 - 04 / 2011

Software Engineer

Part of the Three Melons Studio. Platform engineer, working on communication components between the game, the social network (Orkut / Facebook), backend services and Playdom APIs.
Achievements:

- Developed game-agnostic AS3 components to:
  - Validate JSON objects with the JSON-SCHEMA public spec.
  - Handle secure/prioritized queues of JSON messages to a REST server.
  - Communicate with multiple social networks.

- Also extended those components to integrate with the propietary Playdom APIs

SONICO

08 / 2009 - 08 / 2010

OpenSocial Tech Lead

In charge of the OpenSocial Application Platform and 3rd party integrations.
Achievements:

- Key part of a team that grown up OpenSocial apps user base to around 500%.

- Supported 3rd party devs integrating apps from mayor players (Zynga, Mentez, Techfront, GameDesire, BitRhymes, OLX, Sapplica, Playnik, BigPoint, Elex).
- Integrated latest Shindig to support 0.9 OpenSocial features (including JS and REST APIs)
- Improved usage, monitoring and throttling of viral channels.
- Implemented an extensible component to deliver template-based widgets (adding SEO value)

LinkedIn

05 / 2008 - 07 / 2009

Software Engineer

As contractor from Globant. Member of the Platform Development Team. Working first 7 months on-site (in Mountain View, CA), then off-shore from Argentina. Achievements: - Successfully integrated Apache Shindig to run OpenSocial 0.8 applications, the foundation of the inApps Platform.

Google

01 / 2008 - 04 / 2008

Software Engineer in Test

As vendor from Globant. Worked on a testing automation framework and environment for the OpenSocial API, the Apache Shindig container and integrations with other apps. Achievements:

- In charge of the Continuous Build setup and maintenance.
- Successfully integrated our JS testing framework on the Google Continuous Build system getting up-to-date info about the integration of OpenSocial/Shindig on Orkut and iGoogle.
- JS testing framework published (http://code.google.com/p/opensocial-resources/wiki/ComplianceTests)

Google

02 / 2007 - 12 / 2007

Software Engineer in Test

As a vendor from Globant. Part of a small team building a tool to automate manual tests for webapps. Achievements:

- Part of a small team that developed a data-driven testing automation framework based on XML, TestNG and Selenium, implemented automated test cases for internal projects.

- The framework was used internally in around 8 Google products.

Scottish Television

09 / 2005 - 01 / 2007

Technical Lead

As contractor from Globant. Worked on the new web site and workflow process for the news editors (built on top of OpenCMS), on-site for 2 months (Glasgow, Scotland) then off-shore from Argentina.
Achievements:

- Successfully launched the new version of stv.com serving hundreds of thousands of unique users monthly.
- Lead a small team of developers building UI components.
- Gave workshops on-site about the news edition workflow tool.

Telecom Argentina

01 / 2005 - 08 / 2005

Software Engineer

Software Engineer working on a small team writing components for internal processes.
Achievements:

- Extended a proprietary business rules framework, integrated with a JMS messaging system, also implemented a security component for the data layer.

Cervecería y Maltería Quilmes

01 / 2004 - 12 / 2004

Software Engineer

As contractor from Mobile Computing. Part of a small team working on a Point of Sales managing and reporting service.
Achievements:

- Implemented a cached data-access layer (on top of TopLink) and reporting components (using Jasper)
- Tracked and coordinated a small team of developers using Agile practices.
- Enhanced reports on the Sales Management tool.

Banco Galicia

12 / 2002 - 12 / 2003

Software Engineer

As contractor from RC Consulting. Key part of a small team that launched the Corporate Intranet supporting hundreds of employees.
Achievements:

- Developed security components, integrated with Vignette and Lotus Notes.

Education

Universidad Argentina 'John F. Kennedy'
2000 - 2003
Systems Analyst , Information Systems

Interests

Freelance, entrepreneurship, lean development, startups.

Languages

- English
- Spanish