

Ricardo Delfin

Last Updated on 19th January 2025

📞 +44 7951156457 @ ricardo.delfin.garcia@gmail.com

Profile

Systems-focused Software Engineer with a strong interest in Rust, Robotics, embedded systems, distributed systems, reliability, observability, and automating the toil out of everyone's work.

Education

UNIVERSITY OF TEXAS

BS IN COMPUTER SCIENCE

📅 May 2018 📍 Austin, TX, USA
• 3.7/4.0 GPA

Links

🐙 GitHub **rdelfin**
in LinkedIn **Ricardo Delfin**
🌐 Website **rdelfin.com**

Skills

PROFICIENT

Rust • Python • C++ • Bazel

EXPOSURE TO

Hack/PHP • Java • SQL • Node.js •
React • Buildkite • Ansible

CORE EXPERIENCE

Linux • Distributed Systems •
Embedded

Experience

SENIOR LINUX SOFTWARE ENGINEER

BLOOMBERG LP

📅 July 2024 – Present 📍 London, UK

- Contributed to state-of-the-art eBPF network monitoring in **Rust** for DORA compliance
- Built first fully-automated system to test new kernel versions on Bloomberg's Linux environment for more frequent releases

SYSTEMS SOFTWARE ENGINEER & TECH LEAD

WAYVE TECHNOLOGIES LTD.

📅 Sep 2020 – July 2024 📍 London, UK

- Lead team of 5 responsible for most of our AV software stack
- Planned and delivered autonomy software for our new generation of vehicles and compute platform on Nvidia Jetson
- Wrote gstreamer application for nvargus-based camera stack in **Rust** including an ibverbs client/server for cross-device communication
- Owner of Wayve's incident management and review process, including running regular post-mortem reviews
- Identified biggest reliability issues on our fleet and got MTTf from minutes to over 50 hours
- Owned and improved observability from our vehicles, ensuring we collected and tracked key metrics and failures from our software
- Setup a formal support on-call for our vehicle operators to ensure we identified and fixed real-world issues

PRODUCTION ENGINEER

FACEBOOK, WEB FOUNDATION TEAM

📅 December 2019 – August 2020 📍 London, UK

- Responsible for monitoring of Facebook's fleet of **Linux** web servers, as well as investigation, mitigation, and follow-up of major site incidents
- Drove cross-functional collaboration to limit wasted computational resources in downstream services on requests past their timeout, writing code in services in **C++**, **Python** and **Hack/PHP**
- Worked with teams across Facebook to improve their services reliability, availability and monitoring

PRODUCTION ENGINEER

FACEBOOK, SERVER REPAIR ORCHESTRATION TEAM

📅 May 2018 – December 2019 📍 Dublin, Ireland

- Wrote workflows to provision, repair and decommission Facebook's growing fleet of Linux servers
- Rewrote the repair workflow in **Python** to allow for more complex repairs and a multi-step process to reduce server downtime and cost
- First-responder on multiple incidents on the provisioning stack
- Maintained and improved tooling and neglected parts of the workflow to ensure high reliability

Volunteering

FIRST ROBOTICS COMPETITION VOLUNTEER

FIRST

📅 2015 – Present 📍 Multiple

Head Referee, Referee, and Robot Inspector at events in Mexico and the US