

Javier Rengel

Senior Full-stack Engineer

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Working experience

Stacker (2019-01 / -)

I joined Stacker as a full stack engineer in its early stage, we went through some iterations in the product. It was very challenging and exciting product to work on, because the goal to allow non technical users to build their own apps was not a very easy task; not from the product point of view (no one has done it right yet) and not from the technical point of view. We had to design a very dynamic API based on any schema and configuration, with several generic layers (like permissions or roles), as well as a cache to maintain the data to keep it performant.

Highlights

- Technologies: Google cloud, Kubernetes, React, Python Django, Celery, Postgres, Memcached
- I was in charge of devops: I designed and maintained Kubernetes staging and prod clusters

Lantum (2017-04 / 2019-01)

Lantum hired me as a contractor to design, maintain their python microservice architecture on Kubernetes in AWS. Eventually I started also making changes to the frontend code built in Angular.

Highlights

- Technologies: AWS, Angular, Python, Kubernetes
- I was in charge of devops: I designed and maintained Kubernetes staging and prod clusters

Network Locum (2015-12 / 2017-04)

Smart team of people with different approaches to work. We all worked really hard on doing a codebase refactor in 6 weeks, defining and creating from scratch all the existing platform features in new Django, Flask docker microservices. We then shifted to a squads-based structure, and I joined the one in charge of the billing process.

Highlights

- Full microservices architecture using Docker and Rancher
- Input on important architectural decisions
- Backend mostly built in Python3, Django and Flask (and a bit of Scala) with PostgreSQL and Redis for persistence
- TDD and BDD
- Continuous integration using Jenkins and Travis
- Conducted software developer interviews

Top10 (2013-05 / 2015-12)

It was a small startup with a team of top-talent engineers, I had the chance to vastly improve my knowledge both in new technologies and good code practices.

Highlights

- Backend microservices development in Scala
- Full custom CMS app built in Scala (Play Framework)
- CI with Jenkins
- Polyglot persistence with Cassandra, Memcached, ElasticSearch, Redis
- Heavy use of Amazon WS (DynamoDB, EC2, S3, SQS, SNS, etc)

Openbet Ltd. (2012-10 / 2013-05)

While the codebase and project was not very flashy, I learned how it feels working in a large company with a large team and I also was introduced to agile (standups, code reviews)

Highlights

- Web backend development for sportsbook sites in Tcl
- Troubleshooting, QA, optimization and code analysis for existing products
- Automation scripts in Bash and Expect in Jenkins.
- Release manager: in charge of the team's code merging, code deployment, and direct support towards clients

Asesores Locales Consultoria S.A. (2009-07 / 2012-09)

Asesores Locales was my first job as a developer. I started by learning some basics on JEE and web development, but fueled by my motivation, after the course of my time there I ended up leading development of some projects, bringing new technology, and mentoring others (I was the

official “innovator geek mind” in the company).

Highlights

- JEE development in several projects, as part of teams and autonomously
- UI with IceFaces, Jboss Richfaces, ADF and Woodstock frameworks
- GIS system development in JEE using MapServer for custom street location service
- Devops: Installation, configuration and maintenance of IBM servers with Windows Server 2008 R2, CentOS and VMWare VSphere hypervisor 5.0
- Administration of Oracle, MySQL and PostgreSQL databases
- Application servers Glassfish v2/v3 and Oracle weblogic
- Product presentations (inside and outside the company)
- Manager role in some projects

Strengths

- Very efficient developer, multi-tasker, right balance between speed and test coverage.
- Can-do attitude.
- Likes to have a good overview of the global architecture, from the backend to the frontend, including databases, APIs, DNS and servers.
- Special focus on performance: able to identify, find and fix bottlenecks.
- Enthusiast and curious: continuously learning and trying new technologies and languages on my spare time
- Motivation to solve difficult problems and build complex features
- Extremely friendly person, excellent working with teams, as well as independently

Personal projects

I am constantly playing with technology in my spare time, including not only application development but also hardware projects and games. You can see my full portfolio on Coconauts.net, and [Github.com/rephus](https://github.com/rephus) but some of the highlights include

- [My own podcast](#) about development (in spanish)
- [StarCraft Unity3D](#) RTS template optimized for mobile, built in Unity3D inspired in StarCraft
- [Retrophies](#), a web emulator of NES games with Achievements and multiplayer gameplay via websockets. and multiplayer gameplay with websockets, featured on Hackernews.
- [Watchduino](#), a smartwatch based on Arduino with Bluetooth communication and companion app for Android. Finalist on the Hackaday Prize 2015.
- Casual mobile videogames released for Android platform since v1.6 [android](#)
- [Gramola](#), a web-based music player written in Node.js