RODRIGO DIEZ

Software Engineer & Solutions Architect

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SUMMARY

A Software Engineer and Solutions Architect with a strong entrepreneurial and leadership background bringing 15 years of experience in multiple problem and solution spaces across industries such as Defence, Music and Education.

Proficient with Cloud Native stacks, specially those involving Go, gRPC, Kafka and Kubernetes, as well as experienced in the development of Distributed Services with strict Availability and Latency requirements.

Impact and value oriented, focused on striking the best possible balance between immediate delivery needs and future concerns based on information and strategies at hand.

Led multiple cross-functional, diverse teams of up to 10 engineers.

Comfortable wearing multiple hats and playing at different positions in the hands-on / lead and engineering / product spectrums.

WORKING EXPERIENCE

Senior Platform Engineer

Improbable Defence   📅 10/2020 - 02/2023   📍 London, UK
🔗 https://defence.improbable.io/

Improbable Defence works to transform the national security of the United Kingdom and its allies in the face of increasing global competition and evolving threats.

- Led Applied Performance Team. Responsible for the design and implementation of holistic benchmark tooling - using Golang and Kubernetes APIs - as well as analysing the performance data, identifying bottlenecks and working with multiple teams on defining and executing changes to improve overall platform performance, including simulations, applied models, live-streaming, playback and analysis systems.
- Helped to meet overall simulation performance and scale requirements from Improbable's partners that resulted in a partnership to try and win UK Army's Collective Training Transformation Program (CTTP), funded with circa £1M.
- Led one of the squads within Insights Team. Designed and implemented horizontally scalable distributed services using Golang to provide live-streaming and playback of Entity Component System simulations at scale (>1M entities, >100k op/s).
- Owned the technical integration of multiple partner solutions and Improbable's Defence Platform, including the integration of 3D CGF (i.e. VBS 4) and Improbable's Simulation Runtime during a 1-year Technical Demonstrator project for the UK Army to help inform requirements for the Army's Collective Training Transformation Program (CTTP).

TECHNOLOGIES

Languages

Go   Swift   Python   Typescript

PHP   C++

Storage / Indexing / Messaging

Kafka   PostgreSQL   TimescaleDB

Amazon DynamoDB   Cassandra

Amazon SQS   Elasticsearch

Amazon SNS   Redis   Amazon S3

Orchestration

Kubernetes   Amazon ECS

Amazon Lambda

CI / CD

Bazel   CircleCI   Github Actions

Jenkins

Other

gRPC   Protocol Buffers

Performance profiling   Open Telemetry

Kubernetes APIs   Helm   Prometheus

Grafana   New Relic

Staff Engineer

Kobalt Music   📅 09/2017 - 10/2020   📍 London, UK

Kobalt Music is one of the world's largest music companies, using technology to power creative freedom, transparency, ownership and control for artists, songwriters, publishers, and labels.

- Worked across multiple Platform teams, empowering engineers to build value quickly and safely by helping deliver solutions, tooling and best practices around topics such as Authentication, Authorization, Performance, Monitoring, Instrumentation and CI/CD.
- Led AWAL Analytics team. Responsible for delivering solutions to help music artists and labels to understand the performance of their recordings rights in the market involving the processing and analysis of fine-grained data from streaming services (e.g. Spotify, Youtube, Apple Music, Amazon Music...) and the development of customer-facing web and mobile applications.

Senior Software Engineer

BrightTALK   📅 03/2014 - 07/2017   📍 London, UK

BrightTALK is a technology media company that provides professional webinar and video solutions to a variety of industries.

- Member and eventually Technical Lead of the Portal Team. Responsible for creating web solutions for maximising user engagement in BrightTALK's video and streaming platform as well as lead generation for customers.

Co-founder & CTO

Netropy   📅 05/2011 - 02/2014   📍 Spain

Netropy works to help entrepreneurs and early startups to put their ideas out into the market, by providing them with technical expertise, software development services and solutions.

- Helped more than 10 entrepreneurs and startups from Spain and the rest of the EU to develop their products and meet delivery goals.
- Scaled the company to up to 7 people, during a severe economic crisis.

Previous roles

     📅 07/2008 - 05/2011   📍 Spain

Worked across multiple industries including News Publishing, Advertisement and Consulting, accumulating experience as a Software Engineer in multiple stacks, problems and solution spaces.

More information of these positions and companies can be provided upon request.

B.Sc. Computer Science, Systems Engineering

University of Salamanca. Spain   📅 09/2004 - 06/2008

English   Proficient   **Spanish**   Native

- Endurance sports: Running, Cycling, Hiking
- Climbing and Mountaineering
- Skuba Diving
- Gastronomy
- Traveling and learning about other cultures
- Science