



Francisco Sanchez Lopez

Site Reliability Engineer - Platform Engineering

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EXPERIENCE

Flywire, Valencia/València

January 2017 - Present

Senior Site Reliability Engineer, Platform Engineer

March 2022 - Present

- One of the main Core developers of our idP called Victoria, it follows cloud best practices, such as scalability, high-availability, observability, operability.
- Victoria was designed to be SOC-II Compliant by default which is a key feature in highly regulated industries.
- Continued the improvement of our idP adding features like:
 - Open Telemetry in every part of PaaS ecosystem, to allow us to understand the usage of the platform and improve specific parts to leverage the developer experience
 - Worked on proper testing approaches, such as experiments, canary & shadow releases.
 - Applied DORA metrics to understand and improve our platform

Site Reliability Engineer, Platform Engineer

March 2018 - March 2022

- As a Site Reliability Engineer at Flywire, I played a key role in creating the Flywire idP (Victoria), implementing a CI/CD process, empowering developers with a DSL, and enhancing platform monitoring with alerting services.
- Implemented a CI/CD process for quick application deployment
- Created a DSL for developer independence
- Developed services for platform monitoring and observability

Site Reliability Engineer

January 2017 - March 2018

- I joined and helped SRE team for helping in the migration of existing infrastructure to code, some parts of the work done there were:
 - Create & update Chef recipes
 - Migrate AWS resources to Terraform, following software testing principles using RSpec.
 - Transformation of some of our systems, processes, and tools to achieve SOC-II Type II certification.
 - Worked on a PoC for migrating existing infrastructure to Kubernetes
 - Worked on creation/revisit of checks/alerts in Sensu and Cloudwatch.

Myself, Valencia

November 2015 - December 2016

Indie game developer

- Created 15 games in a "Create 1 game a week" challenge that I started
- Created them using Unity, C# and Aseprite

Hooptap

September 2013 - June 2016

DevOps Engineer

- In charge of: - Development of platform backend - Management and orchestration of the Infrastructure, including deployment system - Oncall duties as we Hooptap operated in multiple countries - Built a robust system that handled huge load spikes as all the application we built were for working as Second Screen for programs like Masterchef, Big Brother...

Capgemini

June 2013 - September 2013

Frontend Developer

- Development of Internal webtools with Javascript

Clase 10 Sistemas

January 2012 - December 2012

Software Engineer

- Development of tooling in SAP

Telefónica

March 2010 - June 2010

Frontend Developer

- Development of internal management tool with ASP .NET

EDUCATION

CIPFP Mislata

January 2010 - December 2012

Técnico superior, Desarrollo de Aplicaciones Informaticas

- Grado superior técnico en Desarrollo de Aplicaciones Informaticas

SKILLS

Ruby, Go, Javascript, Shell, C#, Terraform

AWS, Google Cloud

CI/CD, Github actions / Gitlab

Observability, OTEL

Docker

Kubernetes

LANGUAGES

Spanish, English

HONORS

Hackathon Windows Phone en España. 2º puesto. Eventapp

May 2013

Hackathon Windows Phone en Valencia. 1er puesto.

April 2013

Finalista concurso Yuzz

June 2012

VOLUNTEERING

Asociación de Estudiantes de Videojuegos

July 2016 - July 2017

Science And Technology

Secretario

- Valencia