

SAÚL DE NOVA CABALLERO

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EDUCATION

TEC DE MONTERREY, CAMPUS ESTADO DE MÉXICO

B.S. in Computer Science and Engineering (3.68/4.00)

May 2016

Honorable Mention

SKILLS

Programming Languages C# (Advanced), Java (Advanced), C++ (Intermediate), Python (Intermediate)

Technology Kusto query language (Intermediate), Azure functions (Intermediate), Azure ServiceBus (Intermediate), Cosmos DB (Intermediate)

Paradigms Microservices (Advanced), Serverless (Advanced), OOP (Advanced), API design (Advanced)

EXPERIENCE

MICROSOFT

August 2020 – Current

Senior Software Engineer

Windows CI Services team

- Lead a team of 3 developers working to reduce the internal overhead of the build engine. Started at around 1hr 20 mins for the average build, ended with a reduction to 50 mins (37%). The plan I developed will allow us to eventually reduce overhead to 30 mins (62%).
- Designed and implemented a component that made it possible to reclaim 60% – 70% of machine capacity. This allowed for onboarding <https://github.com/microsoft/BuildXL> to the Windows build system using distributed builds and a cache system.
- Onboarded 3 junior engineers to the team. They contributed to the team by adding key components such as: improved incident detection, incident notification, and improved integration testing.
- Gave presentations to both internal and external teams on good practices for on-call, testing, and deployment good practices.

MICROSOFT

August 2018 – August 2020

Software Engineer II

Windows CI Services team

- Redesigned several components of the Continuous integration system for Windows source code contributors. Improved average system overhead from 1-2 hrs to 20 mins. Moreover, the old system was based on local machines, file shares and file management. The system was moved to Azure using microservices and HTTPS/Service Bus endpoints for management.
- Created a system to mirror production builds for testing. This allowed our team to replace most of the important components of our system including the main build engine. It also permitted any code change to be tested extensively with real payload.

MICROSOFT

August 2016 – August 2018

Software Engineer

Windows BuildXL conversion

- Made a transpiler that translated all of the existing makefiles in the Windows repository (70k files) from a proprietary XML into TypeScript. In total the transpiler had to translate around 10k lines in 5 minutes.
- Coded part of the SDK for BuildXL and onboarded 7 engineers in the usage and standard of the language and SDK.

MICROSOFT | May 2013 – August 2015

Software Engineering Intern × 3

GRUPO BMS | August 2014 – August 2015

Consultant developer

- Supervised a team of 3 developing Android/iOS applications. Created an application to aid on the sale of radio advertisements.