

Scotty Alexander Rodríguez U.

Engineer with over 8 years of experience in software development and operations. Skillful in DevOps technologies and tools such as Amazon Web Services, Infrastructure as Code (Terraform) and CI/CD pipelines (Team City, Jenkins, Octopus). Highly motivated individual with a drive for problem resolution and leading operational improvements through agile methodologies (Scrum, Kanban).

Work History

**2017-06 -
Current**

Data/ DevOps Engineer

PayByPhone Technologies Inc., Vancouver, Lower Mainland, British Columbia

Responsibilities

- Member of the 'Data and Insights' team.
- Creating cloud infrastructure in AWS for reporting team services with infrastructure as code tools (Terraform).
- Modifying existing cloud infrastructure in AWS through version control (Git) and deploying changes to dev, qa, staging and production environments.
- Working on Oracle databases including performance improvements for SQL reports used by hundreds of clients.
- Extracting data in ad-hoc requests for specific clients.
- Working on operational reporting services, including windows services (top shelf), async and synchronous services, and web UI's.
- Tested programs and databases to identify issues and make necessary modifications.
- Modified existing databases to meet unique needs and goals determined during initial evaluation and planning process.
- Set up and controlled user profiles and vendor client access levels for each database segment to protect important data.

Personal Info

Address

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Skills

- Amazon Web Services
- Atlassian JIRA
- Bash
- Continuous Deployment
- Continuous Integration
- ETL
- Git
- HTML
- Kanban
- Keboola
- Linux
- Microsoft .NET Framework
- Octopus
- Oracle
- PL/SQL
- PostgreSQL
- Reporting and documentation
- Scrum
- Snowflake
- Stash
- Team City
- Terraform

Achievements

- Improved legacy reporting in our Backoffice portal by identifying issues with the SQL queries and modifying the SQL to improve report execution times and minimize time outs, ad-hoc requests for failed report executions, and client complaints.

2014-03 -
2017-06

Software Developer/ DevOps Engineer

PayByPhone Technologies Inc., Vancouver, Lower Mainland, British Columbia

Responsibilities

- Member of the 'Maintenance' team based in Costa Rica.
- Worked on identifying database and system bugs and deploying fixes and code improvements.
- Updating legacy code to newer .NET frameworks and technologies.
- Implementing a continuous integration deployment process for legacy apps by using CI/CD software such as Team City and Octopus.
- Tested websites and performed troubleshooting prior to deployment.
- Tested programs and databases to identify issues and make necessary modifications.

Achievements

- Updated the PayByPhone corporate site portal used by companies to handle employee parking to .NET 4.5 framework. Updated the C# code to be compatible with the .NET framework and created a deploy pipeline by using Team City to automate the artifact generation and unit test execution. Used Octopus to configure a project to fetch the Team City artifacts and deploy the packages to qa, staging, and production environments.
- Helped with the extraction of code from a legacy monolith app into a new separate service that helped improved parking commit transactions.
- Improved apps used to export transaction data to third party clients. Improved delivery time of transactions and added new features.

2012-03 -

Junior Software Developer

- Visual Studio

Languages

- English: Native proficiency.
- Spanish: Native proficiency.

2014-03

Grupo Babel Software & IT Services, Pérez Zeledón, San José

Responsibilities

- Translated technical concepts and information into terms all parties could easily comprehend.
- Worked closely with clients to establish problem specifications and system designs.
- Developed object-oriented software, including an in-house finance and HR management platform for use by a government agency (Instituto de Desarrollo Rural - INDER).

Achievements

- As a junior developer I was able to contribute solutions and work in a dynamic environment compromised of a large team of developers.

Education

2019	Licentiate: Computer Engineering <i>Universidad Latina De Costa Rica, Costa Rica</i>
2009	Bachelor of Science: Computer Engineering <i>Universidad Latina De Costa Rica, Costa Rica</i>
2004	High School Diploma <i>Pioneer High School, Ann Arbor, MI</i>