Brayme Guaman

📱 (593) 984837059 ✉ brayshu@gmail.com **in** /in/brayme/ ⌕ shuraG

Programming

Java • GO (Golang) • Kotlin

C++ • JavaScript

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Education

Ing., Computer Science 2010 - 2017   University of Cuenca, Ecuador

Research

Ing. Candidate, Graduate 2016 - 2017   University of Cuenca

Thesis: Análisis de rendimiento de un clúster HPC y, arquitecturas manycore y multicore.

- Proposed the parallelization of algorithm from WRF(Weather Research and Forecasting) and running on GPU's, Intel co-procesor and Cluster HPC
- **Tools**: CUDA, OpenCl, MPI, C, CentOS Rocks HPC

Publications

GUAMÁN, Brayme; SOLANO, Lizandro. WRF, análisis de rendimiento en clústeres HPC. Maskana, 2017, vol. 8, p. 403-412.

P. Contreras, B. Guamán, M. Saca, F. Sumba and M. Falconí, "Measurement of height throught software developed for mobile devices for the growth control in children," 2014 IEEE ANDESCON, Cochabamba, 2014, pp. 1-1.

Experience

Senior Software Engineer May 2022 - Present   NinjaOne LLC

- Member of the core team, where we design and develop horizontal features of direct impact on the main product. Due to numerous requests, and lot of stored data, our development features are focused on code optimization, database design in conjunction with the cache system(Redis), and bus (Rabbit MQ) to achieve high performance and reduce waiting times.
- Implemented an cache strategy in 2 levels, first per microservice instance, and second using Redis for the calculation of tree structures, reducing the waiting time in devices request by a factor of 10, for the clients which have large data.

Software Engineer II May 2021 - May 2022   TangoCode LLC

- Designing and building an integration engine to connect to several ads platforms (Google Ads, Facebook Ads, etc.) from scratch on AWS using Java and Kotlin. The design was based on serverless architecture, data stores were deployed using containers (Docker) with EC2. Additionally, a system for managing load data and retrying errors was designed with AWS SQS.
- Mentoring in Java and Kotlin for new team members and entry-level developers.
- Building pipelines with CodeShip, packaging processes with Gradle and Maven, and managing infrastructure using Server-less Framework. The packaging stage was optimized using AWS layers and small JARs instead of Uber JARs. Versioning of new JARs was automated with git tags and configured inside of CodeShip.
- Successfully achieved an 80 percent coverage rate by implementing a design with SOLID principles (JUnit and MockK).

Software Engineer April 2020 - May 2021   RAPPI Corporation

- Development of a betting project working in different countries: Colombia and Mexico. Responsibilities included the management of payments, winnings, and notifications. The project involved designing an event-oriented microservices architecture, using KAFKA and ActiveMQ.
- Implementation of a cache system (Redis) to reduce waiting times for getting odds bets.
- Development was done with Kotlin, Spring framework, and reactive programming (ReactiveX) to achieve better performance.

DevOps and Software Engineer June 2019 - April 2020   COAC Jardin Azuayo

- Worked as a code reviewer, improving Java (Spring) applications and optimizing SQL. Also, refactored from Java using functional programming paradigms.
- Designed the system architecture for microservices and batch processes for an interchange of transactions between bank systems from scratch using Spring and Java 11.

Software Engineer Jan 2018 - May 2019   SoftCase

- Designed a REST API for integrating several healthcare systems and sharing radiology images with the MirthConnect engine using the HL7 protocol. REST and SOAP building with JAVA 8.

Selected Project Highlights

Toll roads control

- Principal Engineer overseeing the development of a multi-component system comprising an agent for sensor management, a server for payment processing, and an interface for sensor and payment control. Successfully automated the management of over 200 tolls.
- Developed the agent component to works offline, to control tolls, to achieve this a queue system using SQLite and Goroutines to manage events was used. Together with a Feature Flag system, to enable a direct connection between user interface and agent. Reduce the time to work manually to zero, avoiding money lost.
- Golang, Goroutines, SqlLite, PostgreSQL, AWS, ECS, TCP protocol.

Calendar for medical appointments - Founder

- Designed the data model to manage the calendar configuration and develop the algorithm to render the available slots for clients given a flexible way to achieve all configurations(days off, period time, segement available times) in a calendar.
- Developed the integration with Whatsapp, SMS, Google Login, and local payment methods, to have appointment confirmations.
- Golang, Goroutines, PostgreSQL, AWS, Lambdas.