





Brayme Guaman

Software Engineer

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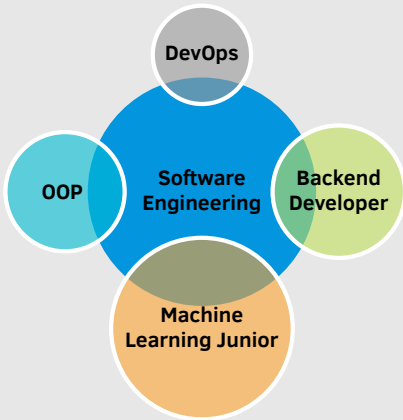
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Skills

Overview



Programming

0 LOC —————> 5000 LOC

Java • Kotlin

Golang • JavaScript

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Projects

Golang store indexing system - The system indexes the store products by its metadata to achieve more dynamic and faster searches, using a reverse indexer. Manages a store's stock by notifying when a product is in short supply. Using the following technologies: Golang, Zinc Indexer, MongoDB, AWS.

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-processor 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 through 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 great impact on the main product (General search engine of components and devices). Due to numerous requests, we focus on code optimization, database design in conjunction with the cache system, and bus cache to achieve high performance and reduce waiting times.
- The technologies used within the microservices architecture include Redis, RabbitMQ, PostgreSQL with Java 11, and Kotlin coroutines (async behavior).
- The entire stack is deployed on AWS cloud, using CI/CD tools such as Circle CI.

Software Engineer II May 2021 - May 2022

TangoCode LLC

- Building pipelines with CodeShip, packaging processes with Gradle and Maven, and managing infrastructure using Serverless 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. Unit and integration testing were automated in the pipelines to avoid regressions.
- 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.
- Development of tests following a TDD methodology, using JUnit, MockK, and Mockito tools to achieve 80
- Mentoring in Java and Kotlin for new team members and entry-level developers.

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.
- The project was designed and developed using a microservices architecture and deployed with containers.
- 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

- Implemented a containers (Docker) architecture, using Docker Compose to automate local deployments. Designed Git Workflow and pipelines for CI/CD using Jenkins.
- 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.
- Worked as a backend developer using Java 8, building REST and SOAP APIs.

Junior Software Developer March 2017 - August 2017

Universidad de Cuenca

- Worked as a JAVA developer on municipal systems for the Program and Management of Water and Soil (PROMAS).