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Simone Livraghi

FEB 14th 1982

CAREER SUMMARY

I am a highly experienced software architect and AI systems engineer with over 15 years of expertise in designing and implementing distributed, high-scalability architectures and AI-driven platforms. I have led and contributed to the development of mission-critical systems for global enterprises, specializing in microservices, event-driven architectures, big data pipelines, and enterprise AI agentic systems. I excel at bridging complex distributed systems with cutting-edge AI technologies to create innovative, scalable, and resilient solutions. My work spans AI application development, real-time data streaming, RAG systems, large-scale system integration, and the design of AI agent-based platforms using the latest frameworks and industry standards. Passionate about emerging technologies and system optimization, I consistently deliver solutions that strike a balance between performance, flexibility, and innovation.

SUMMARY OF QUALIFICATIONS

- 15+ years of experience in software architecture, distributed systems, and high-scalability platform design
- Strong background in microservices, serverless computing, RESTful, and CQRS/event-sourcing architectures
- Proven track record of building real-time, event-driven architectures using Kafka, Apache Flink, Kubernetes, and actor systems
- Proficient in Python, Go, Java, Kotlin, SQL, NoSQL, and container-based deployments
- In-depth knowledge of networking protocols and standards, including HTTP, HTTP/2, gRPC, and distributed hashing table (DHT) architectures
- Extensive experience working in Agile environments, leading cross-functional teams, and driving iterative delivery of complex solutions
- Hands-on experience with cloud platforms (AWS, Google Cloud Platform) and hybrid enterprise deployments
- Expertise in AI agentic systems design and AI application development using LangChain, LangGraph, CrewAI, and AutoGPT
- Skilled in designing and optimizing AI-driven business processes and Retrieval-Augmented Generation (RAG) systems
- Deep understanding of emerging AI standards such as Google A2A and Anthropic's Model Context Protocol
- Experienced team leader and project manager with a strong focus on system scalability, reliability, and performance

- Fast learner with the ability to quickly adapt and implement cutting-edge technologies into production environments

CAREER HISTORY

Globant, Milan, Italy – *AI Software Development Lifecycle Lead*

Mar. 2025 – Now

In the last three months, I have focused on researching, designing, and optimizing the agile software development lifecycle with advanced AI-based tools. My primary responsibility was to analyze, integrate, and deploy cutting-edge AI-powered development platforms to enhance team productivity and code quality within enterprise environments.

Key Contributions:

- Evaluated and integrated next-generation AI-powered development tools such as Cursor.AI, Trae, GitHub Copilot Agent, Cline, Kilo, JetBrains Junie, Claudie-Code, Gemini-CLI, and Globant CODA – Neo Agent, with a strong focus on enterprise readiness and developer experience.
- Designed integration strategies for Model Context Protocol (MCP) services, enabling seamless AI-driven coding support and improved development workflows.
- Led initiatives in prompt engineering and context engineering to refine and tailor AI-assisted development processes for large-scale enterprise scenarios, explicitly addressing and minimizing unstructured “vibe coding.”
- Researched and implemented strategies for short-term and long-term memory management in AI agents, improving their effectiveness and context retention within the software development lifecycle.
- Developed custom tools for AI-supported development using LangChain, LangGraph, and Globant Enterprise AI, creating a robust ecosystem for AI-augmented software engineering.
- Organized and delivered an internal company workshop as a speaker and trainer, sharing best practices and practical guidance on AI-driven development lifecycle management.
- Supported the structuring of AI-oriented development teams, promoting effective collaboration, adoption of AI tooling, and a culture of continuous learning.

Skills: AI-powered software development • Agile lifecycle optimization • AI coding assistants • Prompt engineering • Context engineering • Short-term and long-term agent memory • LangChain • LangGraph • Globant Enterprise AI • MCP integration • Developer enablement • Technical training • Team leadership • Cursor.AI • trar • GitHub Copilot Agent • Cline • Kilo • JetBrain Junie • Claudie-Code • Gemini-cli • Globant CODA – Neo Agent

Globant, Milan, Italy – *AI Software Engineer*

Jan. 2025 – Now

As an AI Solutions Architect, I transform software development and business processes by strategically applying artificial intelligence and agentic systems. I specialize in designing, building, and optimizing AI-driven architectures that

integrate seamlessly with enterprise systems, delivering scalability, agility, and innovation. My work bridges cutting-edge research with practical implementation, empowering organizations to adopt AI responsibly and effectively.

Key Contributions:

- Defined and implemented strategies and tooling to enhance development processes with AI, driving agility and efficiency.
- Analyzed software development workflows using AI pair programming (Copilot), agentic systems, vibe coding, Model Context Protocol (MCP), and collaborative AI agents.
- Designed and deployed AI agentic systems to automate complex business processes and accelerate product development.
- Built scalable AI agents and ReAct-based components, including custom tool-augmented agents from scratch.
- Engineered integrations between AI agents and data systems to implement Retrieval-Augmented Generation (RAG) capabilities.
- Developed and deployed AI applications using industry-leading frameworks such as LangChain, LangGraph, CrewAI, and AutoGPT.
- Designed global enterprise agentic systems using advanced enterprise AI platforms.
- Conducted deep analysis of AI system scalability and performance bottlenecks.
- Contributed to adopting and experimenting with emerging AI standards like Google A2A and Anthropic's Model Context Protocol.
- Prototyped distributed AI architectures leveraging technologies like Apache Kafka and Apache Flink for real-time data processing and coordination.

Skills: Generative AI · Artificial Intelligence (AI) · Software Architecture · Platform Architecture · Software Development · Prompt Engineering · LangChain · LangGraph · CrewAI · Python · Go Lang · Kafka · Apache Flink · Event sourcing · AWS · Globant Enterprise AI

Globant, Milan, Italy – *Software Engineer*

Jan. 2024 – Jan. 2025

Specializing in designing and developing highly scalable architectures to support millions of users for the FIFA+ video streaming platform.

Building and optimizing distributed systems for concurrent computation.

Developing REST, gRPC, and streaming microservices, leveraging advanced patterns such as Event Sourcing, Event Streaming, and CQRS, with Apache Kafka as the primary message broker.

Implementing serverless solutions and data mesh architectures using Knative on Kubernetes to ensure flexibility, efficiency, and reliability.

Skills: Software architecture · Software development · Microservices · Go Lang · Python · Kotlin · Kafka · Kubernetes · Knative · Event sourcing · CQRS · Performance analysis · Observability · OpenTelemetry · AWS · Google Cloud Platform

Globant, Milan, Italy – *Head of Big Data & Personalization*

Sep. 2023 – Jan. 2024

As Head of the Big Data & Personalization team, I manage the FIFA+ Big Data infrastructure and the team that works on it.

We are collaborating with the team to maintain and evolve the existing ETL infrastructure, built on Apache Flink.

CHILI, Milan, Italy – *Head of Big Data & Personalization*

Jan. 2018 – Sep. 2023

As Head of the Big Data & Personalization team, I manage the company's Big Data infrastructure and the team that works on it.

With the team, we are working on maintaining and evolving the current ETL infrastructure, based on a Cloudera Hadoop cluster running Spark jobs to compute relevant business KPIs.

Over the past year, we have introduced Apache Flink into our Big Data infrastructure and begun migrating to a lambda architecture.

The primary objective of the new Big Data infrastructure, based on Kafka and Apache Flink, is to enable Big Data to be event-driven with real-time processing of all sources.

This new approach has enabled the implementation of Big Data use cases that utilize real-time computation to customize the user experience for the customer base during their interactions with CHILI.

Another important goal of the new infrastructure is to migrate real-time processing to Kubernetes, making deployment more accessible and enabling system scalability. We continually work on the code release process to automate the production environment, minimize system downtime, and eliminate all manual operations required for managing a real-time Big Data infrastructure.

This experience increased my knowledge about the following:

- Team management, requirement management, and story definition
- Continuous deployment strategy in depth on a real-time Big Data infrastructure
- Event-driven processing architecture based on Change Data Capture
- Kubernetes, Apache Kafka (and all the Confluent platforms), Apache Flink, BigQuery, Elasticsearch, Druid.io.
- Cloud function (AWS Lambda), Knstivr
- Python, Java, Kotlin, Typescript (Angular 8)

Skills: OOP · Problem solving · Algorithms · SQL Database · NoSQL · Blob storage · Communication · Kubernetes · Docker · Continuous integration / delivery · Relational database management system · Information architecture · AWS · Google Cloud Platform

CHILI, Milan, Italy – Software Architect

Feb. 2016 – Jan. 2018

According to the new company business strategy and the platform's scalability requirements, I have directed a team of software engineers to redesign the CHILI platform to meet the business requirements and scale in line with the growth of the user base.

The core goals of the new design were:

- The segmentation of the platform features using a microservice architecture
- The introduction of Docker for the execution of microservices
- The codebase split enables each microservice, running as a Docker container, to be deployable without dependencies on other platform components.
- The decoupling of each platform component utilizes only asynchronous communication, employing Apache Kafka as an event broker, and the design of the business use case involves choreographies of events between the microservices.
- The introduction of NoSQL databases (MongoDB for documental data storage and Elasticsearch for speeding up full-text search in the data)
- A fully RESTful approach for all interactions with all client applications
- An OAuth2 implementation to manage the customer client's authorization
- The migration to DASH as the first-class streaming strategy on modular DRM
- The migration to Python of the codebase

During this project, I coordinated the architectural design, assisted the development team in implementing it, and directly developed numerous core services, including Apache Kafka integration for each microservice and the implementation of OAuth 2.

Skills: OOP · Problem solving · Algorithms · SQL · Database · NoSQL · Communication · Kubernetes · Docker · Relational database management system · Architettura dell'informazione · AWS

CHILI, Milan, Italy – Senior Java Software Engineer

Mar. 2015 – Feb. 2016

I worked on the design, implementation, and technical direction of a new billing system that enables CHILI customers to purchase digital content or a subscription using a digital wallet with various payment methods, pre-purchased digital credit, and gift cards. Using an OSGi framework, the system enables the team to plug in new payment methods, reducing the need for changes to the core of the billing system.

An essential feature of this billing system was its ability to enable the business to create promotional activities integrated with the billing system, such as gift cards or custom promotions, in addition to managing products and discounts.

Skills: OOP · Problem solving · Algoritmi · SQL · Database · NoSQL · Communication · Kubernetes · Docker · Relational database management system · Architettura dell'informazione

CHILI, Milan, Italy – *Android Developer*

Mar. 2013 – Mar. 2015

My work in CHILI involved developing the CHILI Android application and designing the requirements for the RESTful API, which would integrate all CHILI applications with the existing infrastructure.

The core of the application is to enable CHILI customers to purchase digital content and play all movies in their library on devices based on the Android platform (smartphones, tablets, TVs, smart keys).

Implement the video player to enable content streaming using Google Widevine DRM, providing secure video delivery.

Implement a Chromecast application to enable the CHILI Android users to cast their content on their TV using the Google Chromecast (protected with the Microsoft Play Ready DRM).

During this experience, I obtained Widevine certification on modular DRM and DASH streaming at the Google Widevine headquarters in Kirkland (WA, USA).

Skills: OOP · Problem solving · SQL · Android · Database · Communication · Relational database management system

Neosperience, Milan, Italy – *Solution Architect*

Oct. 2010 – Oct. 2012

Design and development of software architecture to transition customer services to mobile technologies.

Design and development of custom projects.

Design and development of some Mobc3 products.

Design and development of software architecture to move customer services onto mobile technologies. Design and development of custom projects. Design and development of some Mobc3 products.

Skills: OOP · Problem solving · SQL · Android · Database · Communication · AWS

Reply, Milan, Italy – *Consultant*

Sep. 2008 – Jan. 2010

Development and maintenance of IPTV/DVB-embedded systems.

Development and integration of VAS on IPTV/DVB Set-Top Boxes.

Development of a mobile application on the Google Android platform.

Broadcasting hype cycle analysis and evaluation of the business opportunities for TV services over the Web

Skills: Problem solving · SQL · Android · Database · Communication

Sea Vision Srl, Pavia, Italy – *Project manager and software developer*

Dec. 2006 – Sep. 2008

Development and management of a vision system for quality evaluation through image processing.

Analysis of the customer specifications, realization feasibility study, definition of the solution's architecture, and project cost evaluation.

Integration of new technologies.

Development of the software customizations.

Definition of the hardware requirements.

Release of the project specifications, documentation, and acceptance & validation protocol according to the GAMP's specifications.

Skills: Problem-solving · Communication

EDUCATION

Università degli Studi di Pavia, Pavia, Italy – *Master's degree in Computer Science Engineering*

Oct. 2001 – Jul. 2006

Thesis: "Radiosity algorithms: Computational cost and real-time application."

Grade: 110/110

Università degli Studi di Pavia, Pavia, Italy – *State Examination for Chartered Engineer*

Set 2006

SKILLS

Software Architecture & AI Engineering · Big Data & Real-Time Streaming · Team Leadership & Agile Methodologies · Cloud & DevOps · AI-Driven Development Tools · Business & Stakeholder Management · Continuous Learning & Technology · Evangelism · Effective Communication · Teamwork & Mentoring

LANGUAGES

Italian – *Native*

English – *Advanced*

ORGANISATIONAL SKILLS AND COMPETENCES

- **Team Leadership:** Coordination of one or more development teams, including mentoring and knowledge sharing.
- **Agile Methodologies:** Advocate and mentor for SCRUM and agile development; experience in test-driven and iterative delivery.
- **Stakeholder & Requirement Management:** Mapping business requirements into actionable user stories; providing high-level technical guidance during business definition phases.
- **Project & Information Flow Coordination:** Ensuring alignment between technical teams and stakeholder needs through effective communication and workflow management.
- **Remote Team Facilitation:** Experienced in fostering team socialization and collaboration in fully remote, distributed environments.
- **Workshop & Training Organization:** Planning and delivering technical workshops and training sessions for internal upskilling.

TECHNICAL SKILLS AND COMPETENCES

- **Programming Languages:** Kotlin, Java, Python, Golang, JavaScript, TypeScript
- **Data & Streaming Platforms:** Apache Kafka (Confluent), Apache Flink, Apache Beam, Google Looker, Google BigQuery, Apache Druid, Elasticsearch, MongoDB
- **Cloud & DevOps:** Kubernetes, Knative, ArgoCD, Tekton, Jenkins, AWS S3, AWS Lambda, AWS API Gateway
- **Software & Data Architecture:** Microservice and RESTful design, stateful systems, event-driven patterns (change data capture, outboxing, event sourcing, CQRS, actor model, reactive systems)
- **AI & Development Tools:** LangChain, LangGraph, Globant Enterprise AI, Cursor.AI, Trae, GitHub Copilot Agent, Cline, Kilo, JetBrains Junie, Claudie-Code, Gemini-CLI, Globant CODA - Neo Agent
- **AdTech Tools:** Google Merchant, Google Ads, Facebook Campaign Manager, Google AdManager
- **Test-Driven Development & CI/CD:** Test-driven development, continuous integration/delivery, OpenTelemetry observability, automation pipelines
- **Security & Compliance:** OAuth2, secure streaming (DRM, DASH), secure API design

SOCIAL SKILLS AND COMPETENCES

- **Communication:** Excellent written and verbal communication in Italian and English; able to translate complex technical concepts for diverse audiences.
- **Teamwork & Collaboration:** Experienced in building collaborative and inclusive teams, both onsite and remote.
- **Mentoring & Coaching:** Skilled at mentoring team members and supporting professional growth.

- **Adaptability:** Quick to learn and adapt to new environments, teams, and technologies.
- **Cultural Awareness:** Comfortable working in multicultural, international environments.
- **Facilitating Socialization:** Able to foster team cohesion and motivation in remote settings.

ARTISTIC SKILLS AND COMPETENCES

- **Creative Problem Solving:** Apply creativity and design thinking to technical challenges.
- **Technical Writing:** Creation of clear and accessible technical documentation and educational content.
- **UI/UX Design (basic):** Participated in design discussions for intuitive developer tools and user interfaces.
- **Music:** Play bass guitar, with experience in bands and live performances.

OTHER SKILLS AND COMPETENCES

- **Continuous Learning:** Demonstrated ability to rapidly learn and adopt new technologies, tools, and methodologies.
- **Technology Evangelism:** Early adopter and promoter of innovative solutions and best practices.
- **Green IT & Sustainability:** Advocate for sustainable IT practices and infrastructure.
- **Public Speaking:** Experienced in delivering talks and workshops for professional audiences.

DRIVING LICENSE

- A
- B