

Uriel Salischiker

contact

Antoni de Capmany 31,
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Spain

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mojang@urielsalis.com

languages

Spanish native
language
English fluency

programming

♥ Kotlin, Java
Lua, C#, SQL
C++(Basic),
Haskell(Basic)
L^AT_EX

nationalities

Argentinian
Spanish

references

Matias Nicoletti
matiasnicoletti@gmail.com

Javier Matheau
javiermatheu@outlook.com

Nahuel Masman
nahuel5k@gmail.com

experience

- | | | |
|-----------|---|--------------------|
| 2020–Now | Dynatrace
<i>Senior Java Software Engineer</i>
Worked on the Real time user monitoring team building the storage and processing layer to distribute processing of visits and their updates across servers while being performant and memory-efficient | Barcelona, Spain |
| 2015–Now | Community Volunteer for Minecraft/Microsoft
<i>Discord admin, IRC operator, Minecraft forums chat mod, Mojira moderator, CrowdIn proofreader and Twitch/Mixer mod</i>
Tech support volunteer in the IRC channel, owner of the new community support discord, bug hunting for MoJIRA and chat moderator in the forums chat and twitch channel. Helping the Mojang development team maintain a clean JIRA tracker. Built and host several bots in https://github.com/mojira to automate various checks | Barcelona, Spain |
| 2019–2020 | Zopa
<i>Backend Engineer - Payments team</i>
Worked in the Payments team building bank account and payments services from scratch, and helped rewrite the .NET monolith to be more scalable and maintainable. Made talks about functional programming and helped create the payments services used for launching the new bank. Automated reconciliation and settlement process which was completely manual until that point. Core team for bank launch | Barcelona, Spain |
| 2018–2019 | N26
<i>Backend Engineer - Memberships</i>
Worked in the Memberships team to help our customers find the tier that suits them. Helped separate a monolith into multiple microservices and managed the lifecycle of cards from ordering to activation and the integration to charge fees for the UK. Participated in the Agile Champion and Security Champion programs and gave talks about Kotlin both internally and externally | Barcelona, Spain |
| 2017–2018 | Expedia, Globant Contractor
<i>Java Developer</i>
Worked as a contractor for Globant doing migrations to the new platform, developing a microservice architecture for bookings and hotel info and thinking and implementing new ways to improve customer conversion. Proposed and gave classes about Kotlin and Spring Boot 2.0 and was the local coordinator for the Argentina offices for the yearly Hackathon. Continuous Delivery Champion for my team. Winner of Hackathon 6.0(2018) and project was implemented shortly after | Cordoba, Argentina |
| 2017–2019 | DJHaus, Freelance
<i>DJ Professor</i>
Taught technical and practical concepts to students aged 15-43 with no previous background on the subject and developed a Android and iOS app in Flutter, with a Spring Boot backend for easier access to classes info and record keeping of attendance and payments | Cordoba, Argentina |
| 2017–2017 | Via Optica, Freelance
<i>Android and Backend Engineer</i>
Augmented reality application to test and buy glasses, taking the measurements and doctor note from inside the app and adjusting prices based on demand | Cordoba, Argentina |
| 2017–2017 | La Gran FERIA, Freelance
<i>Java Engineer</i>
E-Commerce website, stock management and payments integration for one of the biggest stores of the city | Cordoba, Argentina |
| 2016–2017 | Sapienchat, Freelance
<i>Java Engineer</i>
Startup designing and implementing a new online chat system | Cordoba, Argentina |