Curriculum Vitae – Lorenzo Giuliani

Personal Information

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Summary

Simplicity is a prerequisite for reliability – Edsger W. Dijkstra

Computer programmer, devops and security enthusiast with a keen eye towards functional programming. Nerd that loves the harness computer powers thru Vim and, surprisingly, Emacs. Prefers to break down problems in small chunks to process, be it microservices or simpler functions. Loves good technology which makes life simple while keeps an eye on maintainability and sustainability.

Technical Skills

Languages	Proficient – node.js, Clojure, POSIX Shell, lisp Familiar – Java, Go, C/C++, Python
Operating Systems	Proficient – GNU/Linux (LFS, ArchLinux and Debian-based distributions), Windows/MS DOS Familiar – MacOS, MacOS X, AmigaOS
Tools	Proficient – Linux Containers (LXC), Docker, POSIX Shell Familiar – KVM, VMWare, VirtualBox
Platforms	Proficient – AWS, DigitalOcean, Scaleway Familiar – OVH, generic VPS providers

Work Experience

January 2016 – Present	**Backend Developer, Devop**, Mobilebridge BV, Amsterdam, Netherlands • Built the service infrastructure based on Docker containers and Rancher. Servers are deployed on the AWS stack (EC2, ECS, Route 53, S3, CloudFront, RDS, Lambda, API Gateway). The focus is on high-availability, fault tolerance, auto-scaling, speed and ease of deployment. • Developed an internal distributed api stress testing tool with built-in autoscaling (over AWS EC2) and workload distribution. • Developed and maintain the real time event processing pipeline based on serverless Lambda functions, currently in pre-production phase.

April 2013 – November 2015

Backend node.js developer, Contentment, London, United Kingdom

- Lead backend developerfor the main publishing product Padify. Refactor business logic moving from MongoDB to PostgreSQL while developing features, mainly export created publications to multiple formats from pdf to epubs
- Move to a microservice architecture deployed over AWS ECS and Heroku.
- Set up content optimization pipeline for static assets deployed over S3.
- Enhanced security of the tech stack thru security assessment and penetration testing.
- Languages: Javascript on Node.js, Go, Python, shell
- Tech stack: Linux, HTML5, Express.js, Mongoose, MongoDB, PostgreSQL, NGiNX, Linux Containers based on Docker, nmap, wireshark.

March 2007 – Present

Core developer, GtGames, L'Aquila, Italy

Currently only maintaining remaining services.

- Machete CMS, a fast content management system developed in Ruby and Node.js.
- Managed servers for deployment of the CMS, mail system and domain management.
- Developed a set of sensible Javascript UI widgets based on lightweight functional libraries, avoiding the weight of bigger libraries like jQuery.
- Languages: Ruby, Javascript, Python, Java, shell
- Tech stack: Linux, HTML5, Sinatra & Padrino, Flask, NGiNX, PostgreSQL, MongoDB, CouchDB, Linux Containers based on cgroups, nmap, wireshark.

January 2009 – December 2009

Software developer, Unbit SAS, Torino, Italy

- Backend development for various backends powered by DJango and Flask python frameworks.
- Maintained the uWSGI-Rack (ruby) compatability layer.
- Languages: Python, Ruby, Javascript, shell
- Tech stack: Linux, Javascript, HTML, jQuery, Django, Flask, PostgreSQL, MySQL.