Moises Romero

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SUMMARY

I've spent most of my career developing software for large distributed systems, designing and implementing appealing, user-engaging applications, while continuously improving my people skills. I've been involved in the architecture and design of various high-performing web apps that require large pools of servers to handle extreme traffic. This experience has given me a great understanding of the performance impact of good algorithms in everyday programming.

In recent years the focal point of my experience has been full stack cloud development. I work closely with frontend and backend teams to develop strong pipeline code delivery using continuous integration, deployment, and validation (CI/CD/CV). Some of my most relevant experience includes Node, Typescript (vanilla javascript, node, express, angular, react, vuejs, nextjs, nestjs, graphQL, among other arcane libraries), CSS (emotion, sass, scss, less, css1, css2, and css3 with strength in cross-browser and cross-device debugging), compilation tools (vite, webpack, nx, vue cli), and HTML5. I've also contributed extensively to various projects using Java, Python, Kotlin, PHP, SQL (MySQL, MSSQL, Postgres) and NoSQL (MongoDB, Hadoop, DynamoDB), providing rest services, websockets and APIs, but most recently GraphQL.

Other experience I've acquired throughout my journey is the various testing frameworks (jest, cypress, jasmine, mocha, junit, nodeunit, protractor, selenium, webdriver), continuous integration software (git actions, circleci, elastic beanstalk, jenkins, codeship, lambda), continuous delivery (bamboo, bitbucket, pipelines, elastic beanstalk, code deploy), documentation methods (graphQL, swagger, g3doc, javadoc, jsdoc), version control systems (git5, perforce, git, svn), code reviewing tools (critique, github, bamboo, bitbucket), different IDE's (intellij, vim, cider, eclipse, sublime), project management apps (jira, buganizer, rally, asana, bugzilla), operating systems (linux, osx, windows), and different working techniques (agile, scrum, waterfall, kanban).

My education and experience in the design field has also given me an upper hand in the quality of my work. As a former graphic artist I'm able to easily coordinate with design teams, operate the latest design software (photoshop, illustrator, inDesign) mockup and wireframing tools. It's easy to relay the proper message to the public, and produce impressive applications.

EXPERIENCE

Staff Software Engineer at Apollo GraphQL
December 2021 - Present

Apollo GraphQL is one of the leading supporters and innovators of the GraphQL industry. Their standards have forged the right way of implementing graphs in the tech industry and their tools drive innovation to the internet. During my time here, I've been able to contribute with Apollo Studio and the application that empowers the company to monetize their solution. I've improved some of the code within Apollo Server and Apollo Client. My team has also had deep focus in solving the problem of scaling the systems to support next-to-unlimited amount of data and provide reporting tools for some of the largest fortune500 customers in a multi-tenant system. Many of these systems run on various technologies (react, angular, vue, nextjs, nx, lambda, api gateway, k8s, java, kotlin, python) and incorporating GraphQL the proper way is key to their success.

> **Skills used:** graphql, gcp, react, angular, vue, nextjs, nx, typescript, node, kotlin, cypress, jest, git, intellij, distributed systems, continuous integration, cloud functions, aws, serverless infrastructure.
> **Tools**: Jest, Confluence, Quip, Figma, Netlify, CircleCI, Git Issues, LaunchDarkly, PagerDuty, DataDog, Postgress, Redis, Druid, GCP, AWS.
> **Projects:** Apollo GraphQL (apollographql.com)

Senior Software Engineer at Warner Bros. Discovery
May 2021 - December 2021

HBO Max is one of the many products from the new large media corporation. Our team is in charge of the billing experience for all the plans and payments throughout hbomax.com. The platform supports various markets and dozens of countries. We have integrated multiple payments methods, various legal entities in different countries, different tiered-plans, recurring payments and constant communication with subscribers. Our job is to make our systems as resilient as possible with a very small margin of error. Any discrepancies in the code could result in major issues with customers' billing and cause catastrophic consequences for the company. My job and the job of my team was to implement and maintain systems that internally work creatively with event driven architecture between microservices. These systems helped us deploy successfully our product across the various stages of the organization: from HBO Go, to the acquisition of the company by Warner Media.

> **Skills used:** javascript, typescript, node, express, cypress, jest, git, intellij, aws, lambda, api gateway, continuous integration through jenkins, aws, lambda, dynamo, s3, kafka, angular.
> **Tools**: Jest, Confluence, Jira, Jenkins, AWS, Splunk, PagerDuty, AWS.
> **Projects:** HBO Max (hbomax.com)

Senior Staff Software Engineer at Walmart Global Tech
July 2019 - May 2021

Walmart Labs works with a large platform driving its e-commerce business for several websites under the corporate umbrella. During my time here, I worked on 3 major projects:
- ASDA: one of the largest European retailers with many stores offering all of the features of a large retailer. From BOPIS to same-day delivery, the platform needs to deliver performance for every customer on all devices. My role was to incorporate new features on the client side and ensure data delivery through the various levels of infrastructure.
- Infrastructure: as a key engineer in the infrastructure team, my job was to convert the monolithic infrastructure of restful apis into graphql data.

- Walmart CA: Canada website runs on a similar infrastructure as the US market but with a few differences. Part of the role was to contribute to the site and provide a unified experience to the user on both sites.

> **Skills used:** graphql, typescript, node, express, react, redux, saga, styled components, cypress, jest, git, intellij, bash, ssh, distributed systems, continuous integration through jenkins and oneops, angular.
> **Tools**: OneOps, Jest, Confluence, Jira, LaunchDarkly, Splunk, Cassandra, Mongo, AWS.
> **Projects:** ASDA (asda.com), Walmart Canada / Mexico

Senior Software Engineer at Atlassian
June 2017 - July 2019

Enhancing the user experience of Confluence is the largest objective of the job. Confluence is a content management tool to build pages, blogs, and anything content-driven. As a senior engineer, the role entails the migration of a server-installed software into a cloud enterprise application. Confluence has thousands of customers and millions of users/day, and transitioning thousand servers from various datacenters into a multi-tenant driven application faces its challenges. Among these, is the ability to customize the user's application, maintain proper security among tenants, distribution of customer's information within the various databases, and the design & infrastructure that is supported by various shared components, applications, frameworks, and technologies throughout the organization, such as HipChat, Trello, Jira, Bamboo, Bitbucket, and others. Atlassian prides itself from maintaining the highest standards and the latest technology; therefore, as a true Atlassian, we need to maintain the platform up-to-date with the latest tools of react, graphQL, node, java and microservices.

> **Skills used:** javascript (es6/es7), typescript, flow, react, redux, emotion, node, express, cypress, karma, mocha, webpack, git, intellij, aws, graphql, css3, distributed systems, pipeline integration, continuous integration and deployment, java, python, aws, s3, ec2, dynamo, postgres, sns, sqs.
> **Tools**: Bolt (AWS), Confluence, Jira, Bitbucket, Trello, Bamboo, Stash, LaunchDarkly, PagerDuty, Splunk, AWS.
> **Projects:** Confluence Cloud.

Software Architect at Amazon Lab 126
December 2016 - June 2017

Communication between teams is very difficult inside a large organization and the experience learned is almost impossible without a direct knowledge transfer system. For this position, a number of engineers were hired to build a 'Lessons Learned' project. This project would allow everyone inside the company to share their experience and their insights of their work. If something went wrong or something went right, this application would know.
Working with hundreds of hits per hour on a distributed set of systems, we needed to maintain a stable, scalable and self-learning application to provide the communication gap between teams. When a team learns the mistakes of others, it saves the company millions in recalled products.
The challenge of this project was to build a high-performing NodeJS application using angular and the latests build tools communicating with a backend that would integrate a useful search capability and self-learning infrastructure. All using the AWS tools and maintaining a stable pipeline.

> **Skills used:** javascript, angular, node, express, protractor, jasmine, git, intellij, vim, web services, api development, html5, css3, compass, aws, code artifact, s3, lambda, code pipeline, sqs, sns, code build, elastic beanstalk, redis, dynamo, distributed systems, continuous integration, security.
> **Tools:** AWS (Pipelines, ElasticBeanstalk, Route53, Redis, CodeDeploy, CodeArtifact, Lambda, Cloudwatch, S3, EC2, Kinesis, and more)
> **Projects:** artificial intelligence and machine learning.

Application Engineer, eTouch Systems at Google
May 2016 - December 2016

Internal tools are the infrastructure of a large corporation. During my time at Google, I focused on internal tools such as project management, and inventory management (on steroids). For these projects, a large number of problems needed to be resolved: high-availability, scalability, and maintainability. They needed to be integrated with all the different tools built inside the company such as Google Maps, Angular, Protractor, GoLang, etc. This code collaboration also brings a new level of engineering I've never experienced. Strong, fast-performing algorithms are necessary to submit code, well-written code is important for future engineers to maintain, and thorough testing for reliability.

> **Skills used:** javascript, angular, node, express, protractor, jasmine, critique, blaze, git, git5, intellij, vim, cider, web services, api development, html5, css3, d3, compass, distributed systems, continuous integration, security, people skills, gcp.
> **Projects:** project management, inventory management.

Sr. Software Engineer at Cisco
January 2016 - May 2016 (5 months)

Full lifecycle development of distributed applications to manage backend cloud systems. Single-click cloud deployment on multiple environments under various networks and configurations. Following the latest agile methodologies, our job is to develop a cloud management solution to deploy any configuration and instance in various cloud environments. The job requires us to close feature gaps with legacy software, implement new and existing restful API's and write proper documentation and automated unit tests. As a large-corporation engineer, we work closely with several other teams and many other engineers in various repositories. We maintain the highest standards in coding, code-reviewing, testing, building and deploying to avoid conflicts between teams. We also work with product designers, product owners, QA engineers, and technical writers. Node proxy development for engineers to attach their environments to different virtual machines.

> **Skills used:** ext js, sencha touch, node, express, java, ant, jasmine, restful services, web services, sass, mongo, aws, azure, javascript, css2, css3, aws.
> **Tools**: Confluence, Jira, GCP, AWS, Azure.
> **Projects:** cloud management.

UI/UX Architect at Zebra Technologies

June 2015 - January 2016 (6 months)
Visual design of mockups of various sections of the application including dashboards, detail pages, charts, graphs, and widgets. Design and mockup of user flows and main application experiences. Development of quick prototypes outlining design and UI specifications for faster implementation. Maintenance of the frontend side of and an existing platform that supports high-load and real-time analytics for major retailers. Architecture, design and development of improved MVC applications to account for various devices, environments, and networks. Ensure solid communication throughout various distributed systems. Development of a Node proxy engine to communicate with various environments and avoid environment problems between server distributions.

> **Skills used:** adobe cs, balsamiq, angular, extjs, sencha touch, phonegap, cordova, node, express, javascript, java, web services, responsive web design, compass, aws.
> **Projects:** desktop and mobile analytics.

Development Manager at eBay
March 2014 - June 2015 (1 year 4 months)
As an architect: Maintain the integrity of existing features. Refactor stale code. Perform code reviews. Enforce unit testing coverage. Improve site speed and code performance. Design new features and API services. Investigate new technologies and build POC's with these. As a manager: Lead engineers through tight deadlines in the completion of new features. Improve metrics and achieve revenue goals. Communicate goals to business, product and marketing teams. Negotiate timelines and explain technical aspects to product owners. Innovate and build a robust, scalable platform supporting various countries, brands, and locales with traffic in the millions of hits per day. Build prototypes in various technologies including ReactJS, mustache, dust, underscore, phonegap for proof of concepts and technology evaluation. Improvement of our rest layer by developing a Node middle-tier API that improves performance using the multi-threaded capabilities of Node.

> **Skills used:** angular, react js, node, express, mysql, mongo, selenium, mocha, jasmine, people management, scrum master, agile development, aws, confluence, jira.
> **Projects:** classifieds platform, classifieds sites: ebayclassifieds.com, kijiji.ca, kijiji.tw, gumtree.com, gumtree.com.au, gumtree.co.za, gumtree.sg, alamaula.com, vivanuncios.com.

Senior Software Engineer at eBay
August 2011 - March 2014 (2 years 8 months)
Development and design of a global classifieds framework supporting multiple countries, brands and locales with high traffic pages (in the millions of hits per day). Develop and implement breakthrough search technology. Engineer high availability APIs across multiple data centers for the usage of multiple sites and mobile apps. Review and enforce best practices in code, test coverage and documentation.

> **Skills used:** angular, node, express, mustache, handlebars, jquery, backbone, dust, javascript, java, php, spring mvc, responsive web design, sass, less, mysql, mongo, jasmine, aws.
> **Tools**: Confluence, Jira, Balsamiq.
> **Projects:** global classifieds platform, classifieds sites: ebayclassifieds.com, kijiji.tw, gumtree.com.au, intoko.kijiji.com.

Sr. Web Developer at Wells Fargo
September 2010 - August 2011 (1 year)
Develop new modular widgets and applications for a fast-growing, internal, corporate front-end, framework used by hundreds of engineers, facing millions of users. Provide test cases and detailed documentation.

> **Skills used:** angular, node, mustache, handlebars, jquery, backbone, dust, javascript, java, php, spring mvc, responsive web design, sass, less, mysql, mongo, jasmine.
> **Projects:** global classifieds platform, classifieds sites: ebayclassifieds.com, kijiji.tw, gumtree.com.au, intoko.kijiji.com.

Software Developer at Cisco
February 2007 - September 2010 (3 years 8 months)
Development of an interactive vendor portal for large customers. Our job was to integrate a slim application portal with backend api's to offer clients customer support, ordering, statements, and general billing questions.

Web Developer at Creative Computer Services, Inc.
November 2002 - February 2007 (4 years 4 months)
Project leader in various custom applications driven from SQL and MySQL databases. Design and development of web 2.0 websites. Customization of dynamic AJAX driven applications. Implementation of various membership management windows-based programs with data-driven sites including iMis and Aloha. Development of a new online application called Ohana for small organizations to manage their membership, events, dues, online store, newsletters and website content. Working closely with PHP, ASP, and SQL programmers to complete client-specific projects and campaigns. Providing technical support for networks, servers and computers as well as maintain 100+ websites in different physical and virtual servers.

Art Director at Property Pages
September 2000 - November 2002 (2 years 3 months)
Development of a content revision management to handle ad submission. Development and maintenance of the publication's website. Director of ad production and magazine layout. Organization of deadlines. Training new designers and make them ready for quick-turnaround deadlines. Assigning workload to different teams.

Graphic Designer at Four Seasons Printing
May 1996 - June 2000 (4 years 2 months)

Design marketing materials, printed products and ads for various clients. Ensure the turnaround and low-cost of materials. Offer outstanding customer service to existing accounts and new clients. Work closely with printer operators and pre-press designers

EDUCATION

Master's degree, Graphic Design | Brooks College | 2000 - 2006
Bachelor's degree, Computer Science | Brooks College | 2000 - 2004