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| Miguel Angel Acevedo**Senior Software Engineer**DevOps and Backend Engineer at Tensor Energy. Coding since high school. IoT and space enthusiast. Woodworker on weekends.Work ExperienceCloud Lead & IoTJan 2022 - PresentTensor Energy, Japan* Defined the base architecture and tech for the next energy platform in Japan.
* Lead new staff to follow good development and deployment practices
* Coding server services in Typescript (GraphQL) and Golang (Lambda)
* Serverless approach in AWS environment, Lambda, Aurora (Postgres), Steps Functions, ECS, Batch
* Code as infrastructure with CDK

DevOps - Senior Software EngineerFeb 2020 - Dec 2021Henderson (China) Investment Company Limited, Hong Kong* Architecture the high availability system, performance optimization, and library analysis for better performance
* Designed and implemented stream micro-service architecture for the IoT integration
* Deployment and maintenance of the infrastructure for Mainland China and Hong Kong
* CI/CD planning and implementation, as a DevOps in charge of defining good practices in deployment and coding styles
* IoT integration with 3rd party hardware providers
* Setting up Kubernetes Platform on AWS (EKS and Bare installation on EC2)
* Installation and maintenance of monitoring applications (Grafana, Kibana, Elasticsearch, Filebeat), storage (Redis, Postgres, Cassandra) and messaging (Kafka, MQTT)

Senior Software EngineerApr 2019 - Aug 2019Urban Spring, Hong Kong* Contribute to the IoT data specifications (MQTT messages and DB Schema)
* Coded the tool for device provisioning to AWS IoT Core (Things, Certificates, Policies, and Shadow) with Python
* Infrastructure as code, Kubernetes deployment with terraform in AWS
* Provided mentoring to junior developers
* Firmware code review from 3rd party developers (C - C++) for STM32
 | Contact* Hong Kong (remote ok)
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* linkedin.com/in/acevedomiguel

Languages* Spanish
* English
* Japanese (N5)

SkillsDevOps* AWS Services
* Github Actions
* BitBucket Pipelines
* Jenkins
* Kubernetes
* Docker
* ELK Stack
* Open Search
* Serverless

Programming* Javascript (Node.js)
* Typescript
* Go
* PHP
* Python

Frontend* React.js
* Next.js

Education**University of Buenos Aires**Computer EngineeringBuenos Aires, Argentina – 2008 |
| Remote IoT SpecialistMar 2019 - Oct 202Software Engineer & IoT SpecialistJun 2018 - Mar 2019Cereb.ai, Hong Kong* Managed and simplified the applications build and release process by using docker technology which drastically reduced build errors and deployment time
* Planned the architecture for scalable and high availability services infrastructure with AWS EKS, Kafka and Node.js
* IoT hardware integration authored and maintained several backend services integrating 3rd party API (Lifesmart, Softhard.io, Salto Access, SMS gateway, DingTalk, Telegram Bot, Slack Bot)
* Enhanced and maintained the infrastructure through monitoring and reporting
* Improved the CI/CD cost and speed migrating from Bitbucket Pipelines to hosted Jenkins
* Remote support for the more than 1000 devices connected
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| Product ArchitectNov 2016 - Jan 2018LYNK, Hong Kong* Mentored and guided junior and new members of the development team
* Implemented Scrum to improve the team output, manage developers and resources, establish good software practices
* Design and create optimised web applications in HTML5, CSS, and WebRTC to support the company's business needs which includes a Skype-like application for experts and clients consultations
* Worked independently and as a team in collaboration with other departments in establishing their needs for their business goals
* Contributing to overall business development with regular meetings with management and aligning goals with the CTO and CEO
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| CTO and Co-FounderJan 2009 - Dec 2015Kaizen Interactive, Argentina* Created an original Social CRM platform that serves as an interface for clients' applications usage, users demographics, and reporting
* Managed all stages of promotional applications' creations for clients, from initial design and architecture to development, deployment, and management. Completed a total of 40 projects, serving more than 200.000 users online
* Worked directly with clients in different countries, Argentina, Mexico, Chile, Spain, and France
* Managed project tasks, timelines, and communication with several freelance developers and designers
* Demonstrated the ability to work diligently under pressure to meet deadlines
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| ActionScript ExpertMay 2007 - Feb 2009United Virtualities, Argentina* Successfully served as lead project manager of three developers
* Responsible for overall web project management from development to execution and maintenance
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| Team Leader and ActionScript ProgrammerAug 2004 - May 2007E-volution, Argentina* Trained and supervised multiple team members for new arrival technology
* Worked with the program managers on designing site architecture, user interfaces, and the overall look and feel of the applications
* Created "The bubble machine" game which won a "Diente de Oro 2005" for innovation being a game playable with the webcam
* Develop and localise several online games, mainly for Disney Latin America.
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| Programmer and Server AdministratorMay 2003 - Aug 2004Marketing Plus, Argentina* Develop a horse racing game simulator using actual racing data, integrating the game with the internal system of the racing course in Buenos Aires.
* Created Dynamic Websites that were user-friendly, effective, and appealing to more than 12 clients
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| Web Developer InternNov 2001 - May 2003Gauchito Maquinas y Herramientas, Argentina* Acquired an in-depth familiarisation with CNC and electronics
* Create custom web-based UI applications for products and stock management based on department needs and functionality
* Setup the e-commerce and online quotation system
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