

Miguel Acevedo

Target-oriented, senior software developer, with extensive experience (over 20 years) in the digital marketing world and IoT. Knowledge of web technologies and understanding of devops and infrastructure.

EXPERIENCE

Feb 2020 - Present

DEVOPS - SENIOR SOFTWARE ENGINEER – Henderson China, Hong Kong

- + Architecture high availability system, performance optimization, and library analysis for better performance.
- + Designed and implemented stream micro service architecture for 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.

Jun 2018 – Oct 2020

REMOTE SOFTWARE ENGINEER & IOT SPECIALIST– Cereb.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.

Apr 2019 – Sep 2019

SENIOR SOFTWARE ENGINEER– Urban Spring, Hong Kong

- + Contributed to the IoT data specifications (MQTT messages and DB Schema).
- + Coded the tool for device provisioning to AWS IoT Core using Python.
- + Defined infrastructure as code, Kubernetes deployment with terraform in AWS.
- + Provided mentoring to junior developers.

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- + Code review for embedded firmware from 3rd party developers (C - C++) for STM32.

Nov 2016 – Jan 2018

PRODUCT ARCHITECT – LYNK, Hong Kong

- + Mentored and guided junior and new members of the development team.
- + Implemented Scrum to improve the team output, managing developers and resources, establishing good software practices.
- + Design and create optimized 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.

Jan 2009 – Dec 2015

CO-FOUNDER – Kaizen Interactive, Latin America

- + Created an original Social CRM platform which 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.
- + Helped create and implement new ideas for ways to grow the business and generate revenue.
- + Managed project tasks, timelines, and communication with several freelance developers and designers.
- + Demonstrated the ability to work diligently under pressure to meet deadlines.

Jan 2012 – Dec 2012

REMOTE MOBILE PROGRAMMER – Gravity Makers, Argentina

- + Trained in Symbian and Qt, Designed for and tested mobile applications, across multiple devices.

May 2007 – Feb 2009

TEAM LEADER AND ACTIONSCRIPT EXPERT – United Virtualities, Argentina

- + Successfully served as lead project manager of three developers.
- + Responsible for overall web project management from development to execution and maintenance.

Aug 2004 – May 2007

ACTIONSCRIPT PROGRAMMER – Evolution, Argentina

- + Worked with the program managers on designing site architecture, user interfaces, and the overall look and feel of the applications.
- + Develop and localize several online games mainly for Disney Latin America.

May 2003 – Aug 2004

PROGRAMMER AND SERVER ADMINISTRATOR – Marketing Plus, Argentina

- + Created Dynamic Websites that were user-friendly, effective, and appealing.
- + Managed several web servers in production and development.

Nov 2001 – May 2003

WEB DEVELOPER INTERN– Gauchito, Argentina

- + Acquired an in-depth familiarization with CNC and electronics.
- + Setup the e-commerce and online quotation system.

SKILLS

CLOUD

- + AWS Elastic Kubernetes Service
- + AWS IoT Core
- + Jenkins
- + AWS Code Build / Pipelines
- + Docker / Docker compose
- + Logstash / Elasticsearch / Kibana / FileBeat

BACKEND

- + Node.js
- + Python
- + PHP
- + Basic Go and Scala

MESSAGE QUEUE

- + MQTT / AWS IoT
- + RabbitMQ / AMQ
- + Kafka / MSK
- + AWS Kinesis
- + AWS SQS

SOFTWARE

- + Fusion 360
- + Autocad
- + CAD / CAM

ELECTRONICS

- + Arduino
- + PLC
- + ESP32 / ESP8266
- + Micro Bit
- + Raspberry Pi
- + Jetson Nano