Facundo Olano

I'm a software engineer with over 15 years of professional experience.

During the first part of my career, I worked as a web developer while completing my Software Engineering degree. Later, I specialized in backend development, service-oriented architectures, and distributed systems, using various technologies and programming languages (Python, Node.js, Clojure, Erlang, Rust).

I'm more of a problem-solver than a technologist; because I think that software development is primarily a human activity, I place a high value on communication and knowledge sharing. I try to keep a business perspective in software discussions and provide technical insight to non-engineers.

I tend to assume a leadership role in the teams I integrate, leading by example and from experience rather than title.

Contact

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- https://olano.dev
- LinkedIn
- GitHub
- Location: Buenos Aires, Argentina (GMT-3)

Selected writings

- Code is run more than read
- Reclaiming the Web with a Personal Reader
- Squeezing the most out of the server: Erlang Profiling
- Rustenstein 3D: Game programming like it's 1992

Selected projects

- software-papers: a curated list of papers for software engineers.
- rpg-cli: a command-line role-playing game written in Rust.
- feedi: a personal news feed and mastodon client.
- google-play-scraper: a node.js library to scrape app data from the Google Play store.

Education

Software Engineering @Universidad de Buenos Aires 2006 - 2013
6-year curricula, similar to a master's degree. Focused on Sciences, Systems Programming and Software Design.

Experience

@LambdaClass   5 years 7 months

Staff Software Engineer Jul 2022 - Dec 2022
As a Staff Engineer I reported directly to the CEO. I provided technical leadership for about 20 people on a newly formed organization within the company. I started a Platform Team to support the rest of the organization and later led a distributed systems research and development effort.

#DistributedSystems #DevOps #Rust #Elixir #Terraform #AWS #Nomad

Software Engineer @NextRoll Feb 2018 - Jul 2022
As part of the Real-time bidding team, I worked on design, development, maintenance and operation of the bidding service and its support systems. These were decade-old systems, deployed to 2000 servers across the world, with high traffic and latency demands. Operations work included infrastructure set up, deploys, monitoring, and production incident handling.

Some of the work efforts I led at NextRoll:

- Streamline and automate new exchange integrations, a process that went from a couple of months to a couple of weeks.

- Automate the production deploy processes, reducing its time from 6 hours to 45 minutes.

- Modernize and decomission several legacy systems.

- Automate periodic tasks such as AMI and release package preparation.

- Implement a system to pull canary deploy metrics from DataDog and process them with Pandas to diagnose canary deploy health.

- Profile and optimize the server performance with the specific goal of infrastrcuture cost savings.

- Redesign, prototype and future-proof systems in preparation for privacy-related changes in the Ad Tech industry.

#AdTech #DistributedSystems #DevOps #Erlang #Python #Elixir #JavaScript #PostgreSQL #AWS #Terraform #Datadog

Senior Software Engineer Jun 2017 - Feb 2018
As one of the first engineers to join the company, I divided my time between open-source projects and contractor work for one of the clients.

#Erlang #ClojureScript #WebRTC #Cassandra #PostgreSQL

@Mad Mobile   1 year 4 months

Senior Software Engineer Mar 2016 - Jun 2017
As part of the Core Services team, I designed and developed a Backend as a Service platform to support the mobile applications developed by the company. The platform, implemented by a set of microservices, provided integration with external services as well as support functionality like authentication, authorization, analytics and caching.

I led the development of some of the most complex features of the platform such as a decentralised system for environment migrations and On-Premise to Cloud communications through a cluster of Web Sockets.

#DistributedSystems #Microservices #Node.js #Clojure #MongoDB #RabbitMQ #ElasticSearch #Redis #socket.io

@TappedOut.net   10 months

Software Engineer Mar 2015 - Dec 2015

Software development for a MTG online community. In addition to the base web application, I implemented a companion Android app and a web-based draft simulator.

#Python #Django #Node.js #Redis #PostgreSQL #Neo4j #socket.io #ElasticSearch #JQuery #Android

@Globant   1 year 8 months

Tech Lead @National Geographic Mar 2014 - Dec 2014

Technical leadership of a team dedicated to develop cross-projects RESTful services. Implementation of an API store using WSO2.

#Python #Django #ElasticSearch #PostgreSQL

Senior Python Developer @National Geographic May 2013 - Mar 2014

Design and development of the backend for the National Geographic Magazine.

#Python #Django #JavaScript #ElasticSearch #PostgreSQL

@Freelance   2 years 11 months

Python/Django Developer Jul 2010 - May 2013

Full stack development of web applications for both local and US-based customers:

- FreeSwitch web controller and real-time call-center management. Deployed to SheevaPlug servers and integrated to USB LCD displays.

- Reverse auctions Facebook app with real-time interface updates. Facebook credits and PayPal integration.

- App Store catalog. Consumption of the Apple's Enterprise Partner Feed (Tables of 60+ millons of records). Caching, database and query optimizations.

- Digital Contracts management web application.

- Professional social network.

#Python #Django #MySQL #PostgreSQL #Solr #Haystack #Celery #RabbitMQ #Apache #nginx #JQuery

@Globant   1 year 7 months

Java Developer Jan 2008 - Aug 2008

Development of Enterprise applications.

#Java #Hibernate #Spring #SpringMVC #Struts #MySQL

QA Analyst Feb 2007 - Dec 2007

Testing of web, desktop and mobile applications. Test cases design. Load testing with JMeter.