

# Jesús Ibáñez Bondzio

Computer Systems Engineer / Sr Software Developer

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## EXPERIENCE

### Autocloud, Chicago, USA— Sr Software Engineer

OCTOBER 2021 - PRESENT

> **IAC:** Infrastructure as code, terraform, HCL, Hashicorp custom SDK provider (golang), checkov, infracost, nestjs, AWS, s3

> **New Features:** Adding new features to the current backend and front end systems (node.js, react.js, postgresSQL, prisma, graphql, redis, vault, AWS, nestJS, express.js)

> **3D Maintenance:** Updating to the current 3D visualization system running AWS Sumerian

> **GraphQL Database Integration:** Developing a new microservice to store and query cloud providers (AWS, GCP, Azure) crawls using Dgraph Cloud

### Binagora, Coral Springs, USA— Sr Software Engineer

NOVEMBER 2014 - OCTOBER 2021

> **Crackle+ (2020 - Oct 2021):** Design and development of a new public API using Serverless Framework with Node.js + API Gateway and deployed in AWS. CI/CD using Azure Devops. Migration of the javascript code into typescript

Auth Frameworks research to meet client's user & device workflows: Firebase, Google Identity Platform, AWS Cognito

Implementation of the new packaging workflow using AWS MediaPackage service.

Automating the deployment of MediaTailor Configuration & Cloudfront for Server Side Ads Insertion

> **Sony NMS (2019-2020):** CI/CD on Azure devops migration.

> **Sony V3NUE (2018-2020):** Refactored a monolith architecture into a microservices architecture.

> **Sony Apollo (2018-2019):** Developed an Automated Ingestion Workflow of Medias & Metadata. Added new features to the current CMS.

> **Crackle API (2014-2018):** Revamped the video streaming platform. The focus was on building innovative, scalable fault-tolerant cloud-based architectures. The end-goal was to make the service better, more engaging and ultimately more successful.

Added Cloud Arch Patterns for achieving scalability.

API performance Improvements.

## EDUCATION

### Computer Systems Engineer

Universidad Nacional del Sur

Bahía Blanca, Argentina

MARCH 2007 - DECEMBER 2011

GPA: 9.06 / 10

## CERTIFICATIONS

### AWS Certified Cloud Practitioner

Amazon Web Services (AWS)

DECEMBER 2019

### Microsoft Certified Solutions

Developer (MCSO): Web Applications

Microsoft

NOVEMBER 2014

## LANGUAGES

Spanish

Native

English

Professional working proficiency

## TECH SKILLS

Javascript, Typescript, Node.js, .NET, Azure, AWS, PostgreSQL, SQL Server, Docker, Prisma, Azure DevOps, Git, React, Material UI, HTML5, CSS3, Jira, Confluence, VS Code, Redis, Serverless Framework, Cloud Design Patterns

## SOFT SKILLS

Problem solving

Teamwork

Proactivity

Flexible

Responsibility

## Huddle Group, Buenos Aires, Argentina — Software Developer

MAY 2012 - NOVEMBER 2014

- > **Capacity Services:** Maintenance and development of new functionalities for a well-known Media & Entertainment enterprise's system. ASP.NET Web Forms, ASP.NET Web API, Dapper, .NET, T-SQL, Microsoft Fakes, Handlebars, Js.
- > **WAMS:** Updates and enhancements on a previously developed Windows Azure Media Services (WAMS) solution, and its integration with the current enterprise's system, to provide their platform users with HLS and Smooth Streaming. ASP.NET MVC 4, ASP.NET Web API, Windows Services, Azure, Amazon S3
- > **WAMS Showcase:** PoC demonstrating WAMS' functionalities. ASP.NET MVC 4, ASP.NET Web API, Node.js (reverse proxy), ACS, AngularJS, Bootstrap.
- > **Vidispine Research:** Vidispine platform analysis. Vidispine REST API, ASP.NET MVC 4, ASP.NET Web API, AngularJS, Bootstrap.
- > **PoC Transcoding:** Automation of analysis and video transcoding. File System Watcher, topShelf, log4net, ffmpeg, fprobe, ActionMailer, fluent assertions, moq, VS2012.
- > **PoC WAMS:** Windows Azure Media Services proof of concept. Windows Azure Media Services, Azure Web Role. Azure Worker Role. Azure Tables, Queues & Blobs. ASP.NET Web API, HMAC, AngularJS, ffmpeg, fprobe. Video transcoding and video streaming: smooth streaming and HLS (HTTP Live Streaming). AES and PlayReady encryption. Class Library Project, fluent assertions, moq, Amazon AWS SDK, VS2012.
- > **Internal Project:** Internal app for managing workers daily hours. ASP.NET MVC 2, SQL SERVER 2008 R2.
- > **Metro App:** App that provides communication and training resources within an enterprise. Windows 8, C#/XAML Metro app.
- > **Web Project:** Laboratory administrative tasks. ASP.NET MVC 3, SQL Server 2008 R2, JavaScript, jQuery, HTML, CSS, Web Services.
- > **Web Project:** Tours/shows management for artists agencies. ASP.NET MVC 3, JavaScript, jQuery, HTML, CSS, Responsive Design, ZURB foundation, Bing Maps, multi-browser

## SIDE PROJECTS / HOBBY / SCRIPTS

### Pinescript, TradingView - 2020

> **Trading:** Implementing indicators, strategies and alerts using the TradingView's Pinescript v5 native programming language (time series data)

### Automated Youtube Channels Royalty Free Music & Assets Channels JUNE 2020

> **Youtube:** programmatically generate videos for youtube audio library and upload to Youtube

- [Audio Library Moods Music](#)
- [Audio Library Tube Music](#)
- [Audio Library Tube Sound Effects](#)
- [Free Stock Photos](#)
- [Free Stock Videos](#)
- [Quiz Channel](#)

### Dockerizing Wordpress 2019

> **Docker:** deploy a wordpress stack in digitalocean (to learn docker, docker-compose)

> **Personal & Travel website**

> **Creating/adapting Wordpress PHP plugins**

### Digital Nomad 2016

Being working remotely, the 'work from anywhere in the world' hype was on the rise.

> **Airbnb Listings Finder:** Script to find listings with 1 month discounts in given neighborhoods

### Android - Google Play Console 2012

> **Stick3rs:** Photo editing app to add stickers on top of images

> **Mem3s:** It allowed to send memes as stickers thru whatsapp application, long years before it got a common feature

### Undergraduate Thesis: Campus Classrooms + Search 2011

3D visual representation of the university campus + Pathfinder (shortest path thru A\* algo)

### Other < 2011

- > **Literal Facebook Wall:** rendered with Three.js
- > **Computer Graphics:** c# / opengl / shaders
- > **Intro to Video Editing:** Adobe Premiere
- > **Intro to Motion Graphics:** Adobe After Effects
- > **Intro to 3D modeling:** 3D Studio Max / Blender