

Nicolás Gaitán Escobar

Software Engineer

nicolasmgaitanps4@gmail.com

Luxembourg, Luxembourg

SKILLS

- **Programming Languages:** Java, SQL, JavaScript, TypeScript, Python, C#
- **Technologies:** React, AWS, NodeJS, PostgreSQL, MongoDB, Godot.
- **Interests:** ML/AI, Software Architecture, Game Development, Go, Rust, Cooking, Pottery Making, Woodworking.

EXPERIENCE

Amazon <i>Software Development Engineer</i>	Luxembourg, Luxembourg <i>Jan 2023 – Present</i>
○ Built a new user interface (and API) to replace legacy dashboards, which improved the usability score from 53 (below average) to 93 (great), ending in a total of 138.1M USD saved worldwide in 2023. Stack: React, Java, PostgreSQL, AWS ECS, AWS CDK, and AWS Lambda	
○ Optimized data pipelines improving their runtime from 135 to 57 minutes, while also increasing their success rate to 100% during high volume events. Stack: Spark, and EMR on EKS	
○ Led an application instrumentation design to help our products prevent customer facing issues, while also collecting interaction metrics. Since its adoption, it has identified 10 customer facing bugs, and prevented 2 outages. Stack: React, AWS RUM, AWS X-RAY, S3, and AWS Lambda	
Phi Technologies <i>Software Engineer</i>	Remote <i>Aug 2021 – Mar 2022</i>
○ Increased machine resource usage by 60% by designing and implementing a micro-services based architecture using containers.	
○ Created a Dashboard that centralized all the micro-services. Stack: React, NodeJS, Nginx, PostgreSQL, and Docker.	
○ Increased data purity by 80% by cleaning existing data and designing MongoDB pipelines for incoming data. Stack: Python and JavaScript.	
○ Improved the performance of a recommendation system by 90% by rebuilding it. Stack: NodeJS, ElasticSearch, MongoDB, React, and Docker	
○ Led a team of 4 members as an experienced software engineer.	
Senecare <i>Lead Software Engineer</i>	Bogotá, Colombia <i>Jan 2021 – Aug 2021</i>
○ Primary System Administrator for Senecare. A critical application for 18.000+ users at Universidad de los Andes during the pandemic.	
○ Improved the performance of existing services by 80% by identifying and fixing all the existing bugs.	
○ Found and fixed a critical security breach which compromised user's data.	
○ Designed and implemented a new micro-service for vaccination requirements issued by the government at the time. Stack: NodeJS, React, Redux, PostgreSQL, Docker, and TypeORM.	
○ Trained new team members and added video tutorials.	

PROJECTS

- **Untitled Pizza Game:** In my free time, I'm building a videogame to get a better understanding of Languages like C#, C++, and Godot. As well, as getting more familiar with lower level concepts such as memory management and garbage collection.
- **Los Troncos:** An AWS hosted Blockchain solution to control illegal wood trafficking in Colombia. It allowed wood choppers to register logs in the Blockchain via SMS, and police officers to verify them using a mobile app. As well, it had a visualizer where users could trace the origin of their final wood products. Constructed using Flutter, NodeJS, Twilio, React, and AWS. It gave us the second place in ZooHackathon Colombia 2019.

EDUCATION

Universidad de los Andes <i>Systems and Computing Engineering (PGA: 4/5)</i>	Bogotá, Colombia <i>Aug 2016 – Jun 2021</i>
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