

Edoardo Canobbio

Passionate Software Engineer since 2015, who strives for clean and reliable code solutions and is always on the lookout for new learning opportunities.

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EXPERIENCE

Senior Software Engineer (Platform) – IndyKite, Remote

AUGUST 2023- PRESENT

Developed new gRPC endpoints and improved existing ones.

Introduced the use of Google Cloud Platform's secret manager and securely migrated sensible data

Improved tracing capabilities across services.

Migrated core services from Neo4j to CockroachDB. Introduced parametrized integration tests to simplify the testing of the database migration.

Senior Software Engineer (Payments) – Glofox, Remote

SEPTEMBER 2021- AUGUST 2023

Architected and implemented new features, following Agile's principles: slicing requirements, planning "three amigos" sessions and leading user story mappings.

Onboarded and mentored junior, mid and senior level teammates.

Led the refactoring of multiple Serverless microservices, resolving over 150 high priority customer impacting issues, in less than six months.

Established good testing practices by influencing others through code reviews and leading by example.

Documented the API of a gRPC service, linking SwaggerUI to a REST reverse proxy.

Product Engineer (Platform) – Glofox, Remote

SEPTEMBER 2020 - SEPTEMBER 2021

Re-architected and implemented a messaging service, separating it into multiple, easily scalable, runtimes, using SNS and SQS.

As a result, the queue waiting times dropped: from over 90 minutes to around 12, under heavy traffic.

Introduced E2E tests as a CircleCI pipeline step for concurrent Golang microservices, increasing confidence and velocity of future releases.

Implemented an auto-scaling mechanism for concurrent Go SQS workers, reducing the company's AWS monthly costs by \$272.

TECH STACK

Languages

★★★★★ Golang

★★★★★ Javascript

★★★★★ Typescript

★★★★☆ Java

★★★★☆ PHP

★★★☆☆ Python

★★★☆☆ C

★★★☆☆ Solidity

Databases

NoSQL:

MongoDB

DynamoDB

Redis

SQL:

MariaDB

MySQL

PostgreSQL

Redshift

Other

AWS, Angular, Bash,
CakePHP, CircleCI, Django,
Docker, Ethereum
Blockchain, Firebase, Git,
GitLab CI/CD, GraphQL,
gRPC, Linux, Node,
Openapi, React, Serverless,
Swagger, TensorFlow,
Terraform

Full Stack Software Developer – Ti&m, Frankfurt, Germany

OCTOBER 2019 - AUGUST 2020

Re-designed a machine learning service into a front-end-only application, using TensorFlowJs and Angular 2+.

Consequently, reducing the average image recognition time from over 1000 ms to about 150 ms.

Hastened the Firebase deployment of multiple projects leveraging GitLab's CI/CD.

Enhanced the ETL software of one of Germany's major bank institutions, which heavily contributed to acquiring them as a customer.

Developed a WebView mobile app, using Firebase as a serverless back end and React Native.

Security Intern – Certimeter, Turin, Italy

OCTOBER 2017 - NOVEMBER 2017

Developed and secured web APIs using Java EE and IBM Security Access Manager.

Facilitated Assembly Lines' migration for a large Italian enterprise, using Tivoli Directory Integrator and Microsoft Servers.

EDUCATION

AWS Cloud Practitioner certificate – Amazon Web Services, Remote

JUNE 2020

Developer / SCRUM Master- Switzerland Academy, Milan, Italy

JANUARY 2019 - MAY 2019

As the team's Scrum Master, learned to apply Agile principles to the development of a React application.

Integrated payments Stripe's API (cards and direct debit) and MetaMask (crypto currencies).

Developed and implemented a proof of concept for a Self-Sovereign Identity service, using Ethereum blockchain and Solidity.

Designed an algorithm to calculate an investment portfolio's risk level.

Bachelor's Degree in Computer Science – University of Turin, Italy

OCTOBER 2015 - DECEMBER 2018

PROJECTS

Team Lead – reelo.apnetwork.it, Remote

Developed an ELO system for the Italian Mathematics Games in Golang.

TALKS

gRPC: a Client/Server Example

A gRPC capabilities' demonstration, using Golang and Java.

Web-Services' Clean Architecture

How to apply Robert Martin's principles to Golang's Web-Services.

Introduction to Golang

A quick course, covering the fundamentals of the Google programming language.

LANGUAGES

Italian - First language

English - Level C1

German - Level A2

Closely worked with a team of mathematicians to design the “Reelo” algorithm.
Acted as the mentor figure for a developer intern.