

# Warren Urbina

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## SUMMARY

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Backend engineer with 8 years of experience designing reliable APIs, optimizing cloud infrastructure, and building scalable backend services with Go and Python. Strong background in cloud services, performance optimization, and software design. Passionate about mentoring and fostering collaboration to build high-quality, maintainable systems. Experienced in Agile and Kanban methodologies.

## SKILLS

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- **Languages:** Python, Go, JavaScript
- **Frameworks & APIs:** Django, Flask, GraphQL, RESTful API design
- **Databases:** PostgreSQL, DynamoDB, RDS
- **Cloud & Infrastructure:** AWS (EC2, Lambda, RDS, CloudWatch, CloudFront), Terraform, Docker (Familiar with ECS and EKS)
- **Tools & Methodologies:** Git, Agile, Kanban, CI/CD
- **Strengths:** Optimization, Collaboration, Problem-Solving

## WORK EXPERIENCE

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### Blueprint Test Preparation

**Software Engineer - Backend (Remote)**

**Feb. 2022 - Sept. 2024**

- Designed and built backend systems for Blueprint's learning platform, focusing on Golang and GraphQL microservices, data integrations, and performance optimization.
- Led the integration of an acquired company's systems, managing data imports written in JavaScript and reducing new product onboarding time to 2 sprint cycles.
- Streamlined updates, and optimized API performance by refactoring a monolith into Go microservices, implementing GraphQL with GQLgen, and building CI/CD pipelines.
- Managed infrastructure with Terraform, ensuring efficient resource allocation and consistent, modular deployments for each service.

### Indigo Agriculture

**Senior Software Engineer - Backend (Remote)**

**Oct. 2020 - Feb. 2022**

- Optimized backend systems for Indigo's Atlas team, focusing on geographic data processing, performance optimization, and content delivery.
- Cut query response times by seconds and enhanced location-based data processing by optimizing database performance, developing Flask API endpoints for geographic queries, and integrating map data with Postgres.
- Spearheaded the introduction and implementation of a fixture-based testing strategy, increasing test coverage each quarter and mentoring the team on best practices for creating robust test environments, reducing overall bug reports.
- Drove the integration of an AWS CloudFront distribution, optimizing content delivery by leveraging edge locations and signed CloudFront policies, reducing content delivery time for hundreds of users.

## **Protecht Inc.**

### **Software Engineer III - Backend (Newport Beach, CA)**

**Dec. 2018 - July 2020**

- Managed backend services for Protecht's event insurance platform, focusing on payments, API design, and system performance.
- Built and maintained microservice APIs (Django, Python) for issuing event insurance, integrating with Braintree and Stripe to process up to 25,000 transactions per month with 99% uptime.
- Designed and optimized data models and serializers using Django and Django Rest Framework, improving API performance and cutting data retrieval time by 50%.
- Improved alignment between frontend and backend teams on API standards by creating OpenAPI3 specifications.

## **CASEpeer**

### **Software Engineer - Full Stack (Newport Beach, CA)**

**Dec. 2015 - Nov. 2018**

- Founding engineer for CASEpeer, a Law Firm SaaS CRM web app, developing both backend (Django, Postgres) and frontend (React, JavaScript) from greenfield to release. Scaled the product to support 100+ users within 6 months post-launch.
- Managed server deployments with Docker Compose and AWS EC2, ensuring reliable, scalable infrastructure.
- Mentored 6 new team members in Django, system architecture design, and frontend best practices, reducing ramp-up time by 30 days.
- Led database optimizations, using denormalization and Django ORM strategies to improve query performance and scalability.

## **EDUCATION**

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### **University of California, Irvine**

#### **BS, Computer Game Science (March 2016)**

1st Place in IEEE 2016 Gamesig competition for capstone mobile game, Cavern Tavern.