

LUIS O. TELLEZ RIVAS

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linkedin.com/in/luistellez | Software Engineer | Certified Scrum Master

PROFESSIONAL SUMMARY

Senior Software Engineer with 15+ years of experience leading architecture and delivery of high-scale distributed systems in cloud-native environments, including mission-critical network monitoring infrastructure at AWS and fleet management platforms at Verizon Connect. Deep expertise in Python, C#/ .NET, and AWS serverless, with proven ownership of system design, performance optimization, microservice migrations, and CI/CD pipelines. Track record of cross-team technical leadership, mentoring engineers, and raising the hiring bar through technical interviews. Certified Scrum Master.

TECHNICAL SKILLS

Core: Python, C#, .NET 6–8, AWS Serverless (Lambda, DynamoDB, API Gateway, SQS, SNS, Kinesis), CloudFormation, CDK, Bedrock, Distributed Systems

Additional: C++, JavaScript, Solidity, Java, ASP.NET, Web API, MVC, Microsoft Orleans, Angular, WPF

Databases: DynamoDB, MSSQL, PostgreSQL, Oracle, MySQL

Monitoring & Observability: CloudWatch, Grafana

Practices: Agile/Scrum, SOLID, Design Patterns, Microservices, CI/CD (Octopus Deploy, CodePipeline), Security Compliance (BlackDuck, 42Crunch)

PROFESSIONAL EXPERIENCE

Senior Software Engineer | Verizon Connect (Contract) Oct 2023 – Oct 2025

Dublin, Ireland (Remote)

- Redesigned the Automated Emissions Compliance Framework, refactoring DynamoDB schemas into a generic, extensible data model that supported 2 compliance types and laid the architectural foundation for future regulations without code changes.
- Led sprint planning, task prioritization, and cross-team coordination within the Admin group, owning technical direction for user management, drivers, permissions, vehicles, and internal tooling services.
- Planned and executed the migration of multiple microservices from .NET Framework 4.5 to .NET 6/8, eliminating legacy security vulnerabilities and improving startup times and memory efficiency.
- Drove security remediation across the team's service portfolio, upgrading third-party libraries and improving BlackDuck and 42Crunch compliance scores to meet organizational targets.
- Built an AI/ML-powered chat prototype using Amazon Bedrock, integrated with internal documentation and live APIs, enabling support teams to query customer data and take direct actions on behalf of users—reducing manual lookup steps from minutes to seconds.
- Enhanced Octopus Deploy CI/CD pipeline steps for automated DynamoDB table provisioning with GSI and LSI support, standardizing infrastructure deployment across the team.
- Monitored and troubleshooted production systems using Grafana and CloudWatch dashboards, proactively identifying and resolving deployment issues before customer impact.

Co-Founder & CIO | Dappify (now WebStudio) May 2022 – Jul 2023

Dublin, Ireland (Remote)

- Co-founded an innovative no-code platform for building Web3 apps, enabling users to launch MVPs within minutes through community-maintained smart templates installable with a single click.
- Led the design and development of Solidity smart contracts powering NFT marketplaces with automated revenue-sharing logic between NFT owners, marketplace operators, and the platform.
- Managed new customer acquisition, helping clients understand blockchain technology and how the platform could enhance their customer experience.
- Headed the marketing team, devising a strategy to strengthen relationships with the existing user base while expanding reach to new audiences. Created, organized, and presented at Web3 meetups.

Senior Software Engineer | DraftKings Inc. Nov 2021 – May 2022

Dublin, Ireland (Remote)

- Led the design of an online poker platform using C#, .NET Core, and Microsoft Orleans, building a state machine that managed the full table lifecycle (blinds, antes, rake structures) and handled edge cases that caused issues on competitor platforms.
- Implemented geolocation-based security validations ensuring real-time compliance with jurisdictional gaming regulations.

Senior Software Engineer | Amazon Web Services Jan 2017 – Nov 2021

Dublin, Ireland

- Owned the design and delivery of a real-time network monitoring system (Python, C++) that detected packet loss, identified system failures, and triangulated the most probable faulty device—significantly reducing mean time to resolution across large-scale infrastructure.
- Boosted alarm coordinator throughput by 3x by designing a competitive job scheduler with built-in fallback, allowing hosts to claim work in parallel while preserving reliability if the scheduler was unreachable.
- Designed and built a cloud-native HR microservice (Lambda, DynamoDB, Kinesis, API Gateway, CloudFormation) managing employee holiday data across multiple countries and populations, replacing a manual spreadsheet process and becoming the single source of truth for HR teams.
- Established CloudWatch dashboards and alerting for production monitoring, enabling proactive incident detection and rapid troubleshooting across network monitoring services.
- Conducted technical interviews spanning coding and system design, contributing to Amazon's hiring bar. Served as onboarding buddy, creating structured ramp-up plans that accelerated new engineers' productivity.

Senior Back-End Developer | Fonetic Jan 2016 – Dec 2016

Madrid, Spain

- Designed a scalable API architecture (Web API 2, Dapper, Ninject) and optimized SQL queries; packaged the data access layer for cross-service consumption, accelerating feature development by other teams.
- Configured AI-driven communication monitoring software for financial institutions, designing custom alert rules to detect risk patterns and regulatory compliance breaches in voice and digital communications.
- Collaborated with compliance and risk teams to fine-tune detection parameters, substantially reducing false positives and improving monitoring accuracy.
- Conducted technical interviews assessing backend development and system design candidates.

Freelance Developer | Self-Employed Nov 2014 – May 2016

Remote

- Developed backends for mobile apps using C# Web API 2; built a hostel booking web app and integrated Cloudinary API for image management.

Senior Software Developer | UrulT Dec 2012 – Oct 2014

Montevideo, Uruguay

- Movistar: Built a responsive platform (Foundation, Angular, MVC, Web API) for plan advertising and mobile top-ups.
- Insala: Optimized database design, reducing user search time by 35%; helped transition the team from waterfall to Scrum.
- Developed Kinect-based advertising games (C#, WPF); spoke at the 8th .NET local meetup on game development with Kinect.

Senior Software Developer | Entrepidus Dec 2010 – Aug 2012

Caracas, Venezuela / Miami, USA

- Toyota: Led a team of 4 to build a scalable logistics management platform for Caribbean distributors.
- RIM BlackBerry: Developed a LATAM Marketing Materials Centre managing orders, sales, inventory, and IMEI tracking; led a team of 3.

EDUCATION & CERTIFICATIONS

Master in Security Information Technology and Ethical Hacking – EC-Council / CICE, Madrid, Spain (2016)

Computer Engineer – Universidad Católica Andrés Bello, Caracas, Venezuela (2011)

Certified Scrum Master (CSM) – Buenos Aires, Argentina (2014)

ACM ICPC Competitor (2006–2009) – Won university programming marathon 4 consecutive years; represented Venezuela in national and international competitions