Ever Cifuentes

Staff Backend Engineer & Software Architect

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Professional Summary

Software Architect and Staff-Level Backend Engineer with 14+ years of experience architecting and leading large-scale cloud-native platforms, distributed systems, and event-driven microservices across the media, telecommunications, entertainment, and technology sectors. Proven track record modernizing mission-critical enterprise platforms through cloud transformation initiatives, designing ecosystems of 85+ microservices, and delivering backend solutions that support millions of users worldwide. Combines deep expertise in software architecture, platform engineering, and distributed systems with hands-on Golang development, technical leadership, and close collaboration with executive stakeholders to align technology strategy with business objectives. Passionate about building highly scalable, resilient, and maintainable systems while advancing engineering productivity through modern AI-assisted development workflows, platform automation, and cloud-native best practices.

Technical Expertise

- **Languages & Core Backend:**
  - **Primary (Expert):** Go (Golang)
  - **Secondary (Proficient / Learning):** Elixir, Python, Nodejs/Typescript.
  - **Polyglot Foundations:** *Extensive background in multiple legacy enterprise stacks, enabling rapid adaptation to any backend ecosystem.*
- **Distributed Systems & Architecture:** Microservices, Event-Driven Architecture (EDA), Distributed Systems Design, Asynchronous Workflows, High-Concurrency Systems, gRPC, Resiliency Patterns. Kafka, RabbitMQ.
- **Cloud & Platform Engineering:** Amazon Web Services (AWS), Cloud-Native Services, Docker, Kubernetes, Terraform (IaC), CI/CD Pipelines, GitHub Actions, Infrastructure Automation.
- **Databases & Distributed Storage:** PostgreSQL, MongoDB, MySQL, Redis (Caching), Elasticsearch (Search & Analytics).
- **Observability & Performance:** Platform Engineering, Advanced Observability, Distributed Tracing, Grafana, System Scalability, Performance Optimization.
- **Infrastructure & Systems Virtualization:** Enterprise Linux, Virtualization & Hypervisors (Proxmox), Distributed Storage (TrueNAS), Core Networking, Self-Hosted Infrastructure Systems.
- **AI-Assisted Engineering & Workflows:** AI-Assisted Engineering Workflows, LLM-Augmented Development, Agentic Workflows, Developer Productivity Optimization, Technical Documentation, Automated Testing, Advanced Code Reviews.
- **Engineering Practices:** System Design, Backend Architecture, Technical Leadership, Agile Collaboration (Scrum/Kanban).

Professional Experience

Globant LLC | Remote (USA / Latam)

Nov 2021 – May 2026 (4 Years 7 Months)
Staff Backend Engineer - Software Architect - Tech Manager

Drove software architecture design, technical management, and cloud platform modernization as a Subject Matter Expert (SME) for global Fortune 500 enterprise clients across high-scale media, telecommunications, and over-the-top (OTT) streaming industries.

Project: Disney Parks (E-commerce & Administration Platform) | *Apr 2023 – May 2026*

Role: Software Architect & Tech Manager

Led the architectural modernization of Disney Parks' next-generation administration platform, replacing a large mission-critical on-premises system with a cloud-native AWS solution delivered incrementally over multiple years.

- Architected the long-term modernization strategy for Disney Parks' core administration platform, enabling the incremental migration from a large on-premises legacy system to a cloud-native AWS platform while maintaining coexistence between both environments throughout a multi-year transformation program.
- Designed and governed the architecture of a distributed ecosystem of **85+ cloud-native microservices** supporting **tens of millions of annual park visitors worldwide**, ensuring every quarterly release integrated seamlessly with existing cloud services while progressively replacing legacy functionality.
- Owned architectural governance across the modernization program, reviewing feature designs, defining architectural standards, and ensuring scalability, maintainability, backward compatibility, and alignment with the long-term technology roadmap.
- Defined resilient integration strategies between the new cloud platform and the existing on-premises Disney ecosystem despite having no access to the legacy source code, enabling gradual feature replacement without disrupting business operations.
- Designed and led the implementation of a high-concurrency **Node.js Backend-for-Frontend (BFF)**, centralizing API orchestration, authentication, authorization, and request composition across dozens of backend services for multiple frontend applications.
- Designed architectures across **85+ AWS Lambda and Amazon ECS services**, defining migration strategies between serverless and containerized workloads based on scalability, latency, operational cost, and long-term maintainability.
- Architected large-scale event-driven integrations using **Amazon Kinesis, Apache Kafka, RabbitMQ, Amazon SNS, and Amazon SQS**, connecting cloud-native services with real-time park attraction sensor systems and multiple enterprise legacy platforms.
- Designed scalable persistence strategies using **MongoDB sharded clusters**, **Amazon Aurora**, and **Amazon RDS**, supporting highly available, distributed, and high-throughput transactional workloads.
- Drove platform resilience by introducing fault-tolerant microservice patterns, improving automated testing strategies, and establishing architectural foundations that enabled continuous quarterly releases while preserving long-term extensibility.
- Spearheaded engineering productivity by introducing **AI-assisted development workflows** (GitHub Copilot and modern LLMs), accelerating prototyping, refactoring, documentation, and architectural decision-making while maintaining strict engineering quality standards.
- Led and mentored cross-functional engineering teams, conducting architecture reviews, technical planning, effort estimation, complex code reviews, and technical decision-making across multiple distributed systems.

- Acted as Technical Interviewer for global engineering hiring, evaluating senior software engineers and defining appropriate seniority alignment across international engineering teams.

Technologies: Golang, Node.js, AWS Lambda, Amazon ECS, Amazon Kinesis, Apache Kafka, RabbitMQ, Amazon SNS, Amazon SQS, MongoDB (Sharded Clusters), Amazon Aurora, Amazon RDS, Microservices, Event-Driven Architecture, Distributed Systems, AI-Augmented Engineering.

Project: Telecom Argentina (OTT & Media Platform Assessment) | *Mar 2023 – Apr 2023*

Role: Tech Manager & Software Architect

- Led the architectural assessment of Telecom Argentina's on-premises OTT streaming platform, identifying critical scalability, latency, and operational bottlenecks affecting live content delivery during high-demand events such as major football matches.
- Performed an end-to-end evaluation of the platform architecture, software delivery lifecycle, and business-critical workflows, aligning modernization initiatives with long-term product and business objectives.
- Designed a cloud-native modernization strategy to migrate the streaming platform from on-premises infrastructure to AWS, leveraging distributed microservices and event-driven architectures to improve scalability, resiliency, and operational agility.
- Proposed architectural patterns to reduce end-to-end streaming latency and improve platform responsiveness under massive concurrent traffic, addressing one of the client's primary customer experience challenges during live broadcasts.
- Presented the architectural vision and modernization roadmap to client stakeholders, successfully securing approval for the next phase of the platform transformation.

Technologies: Microservices Architecture, Event-Driven Architecture, Distributed Systems, Cloud Migration, OTT Streaming Platforms.

Project: Sky Mexico (SOA-to-Microservices Platform Discovery) | *Aug 2022 – Feb 2023*

Role: Tech Manager & Software Architect

- Led the architectural discovery phase for Sky Mexico's next-generation television and telecommunications platform, working closely with client stakeholders to understand business processes, legacy systems, and long-term strategic objectives.
- Designed the modernization roadmap to migrate a hybrid on-premises and cloud ecosystem toward a fully cloud-native platform, replacing legacy Service-Oriented Architecture (SOA) with scalable Microservices and Event-Driven Architecture.
- Defined a distributed platform architecture capable of supporting **millions of concurrent users**, enabling future regional expansion through a **multi-tenant architecture** while extending the platform beyond subscription television into Internet and telecommunications services.
- Facilitated architecture workshops, discovery sessions, and technical planning meetings with engineering and business stakeholders, translating business goals into scalable technical solutions and phased migration strategies.
- Produced architecture diagrams, migration roadmaps, and distributed system designs that aligned product evolution, engineering execution, and long-term business scalability.

Technologies: Distributed Systems, Microservices, Event-Driven Architecture (EDA), Service-Oriented Architecture (SOA), Cloud Migration, Multi-Tenant Architecture, System Design.

Project: Pluto TV - Paramount | *Nov 2021 – Aug 2022*

Role: Tech Manager & Senior Golang Developer

- Brought into Pluto TV's engineering organization to accelerate the modernization of a large-scale distributed streaming platform serving **89.6M monthly active users**, **400+ live streaming channels**, and **700,000+ hours of programming** across the **United States and Latin America**.
- Joined Pluto TV's engineering organization to lead the modernization of a large-scale distributed streaming platform, driving the migration of **70+ Node.js microservices** to high-performance Golang services.
- Led the backend architecture and implementation of mission-critical services powering the platform's Content Management System (CMS), responsible for regional content management, user administration, advertising workflows, and content distribution across multiple markets.
- Designed and implemented highly concurrent Golang microservices using gRPC and Apache Kafka, significantly improving system performance, scalability, and operational reliability while establishing high engineering quality standards with **90%+ unit test coverage**.
- Engineered asynchronous event-driven processing pipelines to support complex content publishing and distribution rules, enabling resilient, non-blocking workflows under high traffic and large-scale content operations.
- Conducted a comprehensive architectural assessment of the platform, identifying performance bottlenecks, modernization opportunities, and engineering improvements that guided the evolution of the distributed system.
- Collaborated with cross-functional engineering teams to drive architecture discussions, code reviews, technical planning, and the successful delivery of critical backend services within a large-scale microservices ecosystem.

Technologies: Golang, Node.js, gRPC, Apache Kafka, MongoDB, Microservices, Distributed Systems, Event-Driven Architecture, Asynchronous Processing.

Amazon - Ring | Los Angeles, USA (Remote)

Jul 2021 – Nov 2021 (5 Months)
Senior Software Engineer

*Contracted through **Deviget** and embedded within the Amazon Ring engineering team.*

- **Developed and enhanced a distributed IoT device emulation platform** used to simulate Ring cameras, video doorbells, and their interactions with the existing device and cloud ecosystem.
- Implemented device provisioning workflows, configuration models, behavioral state machines, and connectivity scenarios to reproduce real-world hardware behavior before physical devices were fully available.
- **Enabled engineering teams to validate the integration of upcoming devices** with Ring's existing software stack, reducing dependency on physical prototypes and accelerating hardware-software integration testing.
- **Built and improved real-time video streaming simulation capabilities** to reproduce device communication and media workflows across internal testing environments.
- **Performed a comprehensive technical assessment** of the emulator platform, identifying architectural weaknesses, maintainability issues, testing gaps, and opportunities to improve reliability and developer productivity.
- **Authored technical proposals and solution designs** to guide the evolution of the platform, applying prior technical leadership experience while contributing as a Senior Software Engineer.

- **Expanded automated unit testing across critical emulation and simulation components**, improving regression detection and confidence in device behavior validation.
- **Improved the developer experience by designing clear internal APIs**, strengthening technical documentation, and supporting engineering teams integrating with the emulation platform.

Technologies: Golang, IoT Device Emulation, Real-Time Video Streaming, Hardware-Software Integration, Device Provisioning, State Machines, Distributed Systems, Automated Testing

Globant LLC | Remote (USA / UK)

Mar 2017 – Jun 2021 (4 Years 4 Month)
Tech Lead - Software Architect / Senior Backend Developer

Led backend engineering teams, defined microservices architectures, and orchestrated large-scale platform modernization initiatives for high-traffic media, SVOD, and e-commerce platforms.

Project: Hallmark Accounts | *Jun 2018 – Jun 2021*

Role: Tech Lead & Software Architect

- Led the technical evolution of Hallmark Movies Now's cloud-native streaming platform, architecting and governing an ecosystem of **30+ Golang microservices** powering content management, subscriptions, entitlements, user accounts, notifications, payments, favorites, and other core streaming capabilities.
- Progressed from Senior Backend Engineer to Tech Lead and Software Architect, providing technical leadership across multiple engineering teams spanning backend, frontend, mobile, and QA throughout the platform's evolution.
- Defined architectural standards for distributed systems, introducing service discovery, centralized caching, resiliency patterns, and cross-service communication strategies that became foundational across the platform.
- Architected the backend facade layer for the SVOD platform, implementing advanced resiliency patterns including circuit breakers, retries, intelligent caching, and graceful degradation to improve availability and user experience.
- Collaborated directly with client stakeholders to define technical roadmaps, translate business requirements into scalable architectures, perform effort estimations, and coordinate complex production releases.
- Mentored engineering teams through architecture reviews, code reviews, and technical coaching while driving engineering best practices across multiple concurrent projects.

Technologies: Golang, Redis, Elasticsearch, Microservices, Distributed Systems, Service Discovery, Resiliency Patterns, Cloud Deployments, Agile Leadership.

Project: Hallmark Core Modernization | *May 2017 – Jun 2018*

Role: Senior Backend Developer

- Joined Hallmark's core e-commerce modernization initiative due to prior experience with the Elixir ecosystem, contributing to the evolution of a high-traffic distributed platform powering Hallmark's online greeting card business.

- Developed distributed backend services using **Erlang** and **Elixir**, implementing long-running business workflows through the **Saga Pattern** to orchestrate complex purchase and order fulfillment processes.
- Played a key role in the architectural transition from Erlang/Elixir services to a modern **Golang microservices** platform, improving maintainability, performance, and long-term scalability.
- Designed and optimized asynchronous communication pipelines using **Apache Kafka** while integrating **Elasticsearch** to support high-volume search and distributed data processing workloads.
- Contributed to the architectural foundations that enabled the platform's migration toward a modern cloud-native microservices ecosystem.
- Led the architecture, implementation, and production rollout of strategic platform initiatives including the **Hallmark Postage Service** and **Hallmark Gifting Service**, owning their lifecycle from technical discovery through continuous multi-environment releases.

Technologies: Golang, Erlang, Elixir, Apache Kafka, Elasticsearch, Saga Pattern, Microservices, Distributed Systems.

Project: GroupM (Media Solutions Platform) | *Mar 2017 – May 2017*

Role: Senior Developer

- **Developed enterprise frontend integrations** for media analytics solutions, building a high-performance Excel add-in utilizing **Angular**, **TypeScript**, and **Office.js**.
- **Secured data exchanges** by integrating OAuth2 authentication protocols across multiple upstream RESTful APIs.
- **Technologies:** TypeScript, Angular, Office.js, OAuth2, RESTful APIs.

CNPX / Youse - Caixa Seguradora | Bogotá

Nov 2016 – Mar 2017 (5 Months)
Senior Backend Engineer

Designed and optimized high-concurrency event-driven components for a major digital insurance platform, ensuring scalable data ingestion and resilient third-party integrations.

- **Engineered and deployed asynchronous microservices** using **Elixir** and **Ruby**, improving data ingestion pipelines and system throughput under peak concurrent traffic.
- **Architected resilient message-driven routing systems** using **RabbitMQ**, enabling reliable communication, decoupled event processing, and fault-tolerant data synchronization across core insurance platform components.
- **Optimized legacy database queries and storage schemas**, leveraging indexing and caching strategies to reduce service response times and eliminate bottlenecks in distributed data layers.
- **Technologies:** Elixir, Ruby on Rails, RabbitMQ, Distributed Systems, Asynchronous Processing, High-Concurrency Patterns.

Bitgray | Bogotá, Colombia

Mar 2014 – Oct 2016 (2 Year 8 Months)
Senior Software Engineer & Backend Team Lead

Led backend development teams and architected core real-time communication platforms, handling end-to-end system design and scalable API infrastructures.

- **Spearheaded the architectural design and development** of high-scale real-time communication and messaging systems, implementing early services in **PHP** and **Ruby** to handle massive data broadcasting.
- **Led and mentored a dedicated team of backend developers**, coordinating sprint planning, technical effort estimations, and driving strict engineering practices like continuous integration (CI) and comprehensive automated testing.
- **Designed and exposed robust RESTful APIs and WebSocket architectures**, optimizing network protocols to ensure low-latency communication and smooth frontend-to-backend data composition.
- **Technologies:** PHP, Ruby on Rails, WebSockets, RESTful APIs, Technical Leadership, System Design, CI/CD.

Ariadna Holding Group | Bogotá, Colombia

Mar 2013 – Mar 2014 (1 Year)
Senior Software Engineer

Engineered and maintained high-traffic web applications and digital advertising platforms, optimizing database interactions and backend services for massive regional marketing campaigns.

- **Developed and optimized core backend services** utilizing **PHP**, **Python**, and **Ruby on Rails**, delivering scalable and secure architectures for prominent corporate clients.
- **Designed and implemented custom CMS architectures** and complex database schemas, utilizing **MySQL** and caching layers to ensure rapid data rendering under sudden traffic spikes.
- **Integrated multiple third-party RESTful APIs**, establishing secure OAuth authentication mechanisms and seamless cross-platform data synchronization.
- **Technologies:** PHP, Python, Ruby on Rails, MySQL, WordPress, RESTful APIs, JavaScript.

The Logo Boutique | Bogotá, Colombia

Jan 2013 – Mar 2013 (3 Months)
Full-Stack Software Developer

Led the development, maintenance, and technical execution of internal e-commerce systems, workflow automation tools, and customer management portals.

- **Architected and built internal administration platforms** and client portals from scratch, leveraging **PHP**(Custom MVC / CodeIgniter) and **MySQL** to streamline order processing.
- **Engineered dynamic and interactive user interfaces** by developing custom asynchronous web

components with **JavaScript**, **jQuery**, **HTML5**, and **CSS3**.
- **Managed full deployment pipelines and server infrastructure**, administering Linux environments, configuring Apache/Nginx web servers, and maintaining repository integrity.
- **Technologies:** PHP, CodeIgniter, MySQL, JavaScript, jQuery, Apache, Linux (Ubuntu/Debian), SVN/Git.

Digiway | Bogotá, Colombia

Jan 2012 – Dec 2012 (1 Year)
Software Developer

Began professional career developing web-based enterprise solutions, building custom applications, and implementing database integration frameworks.

- **Developed dynamic websites and data-driven systems** using **PHP** and **MySQL**, adhering to structured Object-Oriented Programming (OOP) and early MVC patterns.
- **Translated business requirements into functional code**, designing relational database tables, optimizing local SQL queries, and handling data migration tasks.
- **Collaborated closely with design and product teams** to implement responsive pixel-perfect frontend layouts using semantic HTML, CSS, and basic JavaScript.
- **Technologies:** PHP, MySQL, JavaScript, HTML, CSS, Relational Database Design.

Education

Bachelor in Software Engineering (In Progress)
Politécnico Grancolombiano, Bogotá, Colombia · *Apr 2021 – Present*

Associate Degree in Software Analysis & Development (ADSI)
SENA, Bogotá, Colombia · *Jan 2009 – Dec 2011*

Bachelor in Electronic Engineering Undergraduate Studies(Completed Coursework)
Universidad Distrital Francisco José de Caldas, Bogotá, Colombia · *Jan 2005 – Mar 2007*

Languages

- **Spanish:** Native
- **English:** Professional Working Proficiency *(Capable of leading technical architecture discussions and managing international stakeholders)*
- **Portuguese:** Basic conversations.

Personal Projects & Technical Research

AI Infrastructure Lab | Architect & Administrator

- Designed and operated a private cloud laboratory built on Proxmox, Linux, Docker, and LXC to evaluate distributed infrastructure, AI workloads, self-hosted developer platforms, and cloud-native technologies.
- Benchmark and evaluate modern coding agents and local LLMs including Codex, Claude Code, OpenCode, Ollama, LM Studio, Gemma, and Qwen to optimize AI-assisted software engineering workflows.
- Build production-like environments for Kubernetes, networking, observability, automation, and distributed systems experimentation.
- Develop reusable infrastructure automation using Infrastructure-as-Code principles for repeatable homelab provisioning.

hlab (Open Source Infrastructure Toolkit)

- Developing an open-source toolkit to automate Proxmox virtual machine provisioning, golden image management, cloud-init configuration, and infrastructure bootstrap workflows.
- Focused on repeatable infrastructure automation for AI agents, homelabs, and cloud-native development environments.
- https://hlab.sh/

bitkode.dev

- Publish technical articles covering distributed systems, cloud architecture, Golang, AI engineering, homelab infrastructure, and software architecture.
- https://bitkode.dev/