FILIPE FREIRE

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EXPERIENCE

KONG INC
Remote | 10/2021 – Present

Senior Software Engineer, Insomnia API Client Open Source + SaaS

- Led engineering efforts for SOC2 Type 1 (certified) and Type 2 (expected certified Oct. 2024), working alongside the Compliance and Security teams.
- Integrated 3rd-party services with user auth and billing flow (e.g. Mailjet, Intercom) to unblock Marketing campaign efforts.
- Contributed to the migration from Vercel nextjs to GCP Cloud functions with Remix (server-side rendering framework) for cost-optimization and compliance efforts.
- Prototyped and evaluated performance of PostgreSQL to AlloyDB migration.
- Migrated legacy PostgreSQL databases version to latest version across multiple environments.
- Optimized local developer experience for Electron app (migrating to npm workspaces) and API (optimizing Docker image building and caching, and creating scripts for easier DB migrations with sqlc).
- Resolved various production issues in Kubernetes clusters, including scale challenges and intermittent failures,
- Built monitoring dashboards, custom alerts for app and infrastructure issues and created incident checklists and guides.
- Led the implementation of business analytics dashboards with HEX, Segment, Fivetran, Snowflake, and DBT.
- Spearheaded deployment efforts as well as infrastructure scaling and migration for the biggest release in Insomnia history.
- Handled all aspects of infrastructure/network provisioning for all environments (Production, Staging, Dev).
- Led release pipeline work, reducing build time significantly from 3-5 days to 30 minutes.
- Migrated to Playwright from legacy testing framework, with much higher test coverage.

Stack: Go, Redis, PostgreSQL, Kubernetes, Helm, Terraform, Grafana, Prometheus, Google Cloud, Electron, Typescript, NodeJS, Playwright, GH Actions

DIGIT GAME STUDIOS - SCOPELY
Remote | 09/2020 – 10/2021

Server Test Engineer, Star Trek Fleet Command (PC and Mobile game)

- Enabled 10k+ concurrent player load testing through development of distributed load generation tooling.
- Enabled successful release of server merge feature and other large system level game features through development of a multi-system test scenario tool, which encompassed infrastructure configuration, deployment actions, data preparation, and seamless integration with existing testing solutions.
- Decreased down-time of development gaming servers from 75% to 5% by developing + implementing automated testing platform which was used by over 30 engineers by leveraging Python, Docker, AWS Fargate, and K6.io.
- Enabled non-technical testers and game producers to easily configure infrastructure, run game-world setup, deployment management, and deployment verification through contributions and maintenance of internal custom tools.

Stack: Python, Redis, Docker, Terraform, Gitlab CI, k6.io, DynamoDB, AWS Fargate, Unity

ADIDAS
Zaragoza, Spain | 07/2018 – 08/2020

Lead Test Engineer, adidas Mobile App and APIs and Hype 2.0 project

- Led a team of 12+ testers who supported multiple feature teams of the Adidas Mobile app + backend.
- Conducted regular one-on-one meetings, facilitated conflict resolution, encouraged knowledge sharing, conducted evaluations, and actively participated in the hiring process. Hired 6 people to the team.
- Improved system reliability to handle 100k+ concurrent users through functional and load testing efforts using K6.io and Kubernetes for Adidas's multi-system project "Hype 2.0".
- Capture and flag >90% of malicious bot users on Adidas Mobile App through the development of systems built on Cloudflare, Node.js, Redis, PostgreSQL
- Provided on-call support for 20+ exclusive shoe drops worth at times +7 figures USD in revenue.

Stack: Typescript, Redis, PostgreSQL, Kubernetes, Docker, K6.io, AWS

PADDYPOWER BETFAIR
Porto, Portugal | 06/2017 – 06/2018

Test Automation Engineer, Sports feeds
Automation in testing for topologies and APIs, creation of CI/CD pipelines

Stack: Scala, Apache Kafka, Apache Storm, Apache Cassandra, Jenkins

EDUCATION

SCHOOL OF ENGINEERING, POLYTECHNIC OF PORTO
Porto, Portugal | CLASS OF 2011

B.S. in in Computing Engineering and Medical Instrumentation