Ángel Luis López Monterroso

Senior Software & Platform Engineer, DevOps & SRE

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Professional Summary

Senior Software & Platform Engineer with 15+ years of experience spanning **Software Engineering, Platform Engineering, DevOps, and SRE**. Specialized in designing and operating Internal Developer Platforms, delivering Platform as a Product (SaaS) that enables self-service, automation, and scalability for development teams. Proven track record of reducing operational toil, enhancing developer experience, and leading cloud-native transformation projects in large-scale environments. Skilled at bridging the gap between software and infrastructure to maximize business value.

I am a product-oriented engineer with a customer-centric mindset and a strong emphasis on data-driven decision making, leveraging business KPIs and embedding comprehensive metrics in all services to inform continuous improvement cycles.

Key Skills

Programming: Golang, Python, Java, JavaScript, PHP, Android, Bash/Shell

Cloud & Infrastructure: AWS, Google Cloud Platform, Kubernetes, Docker, HashiCorp Stack (Terraform, Packer, Consul, Vault), Ansible, Rundeck

DevOps & CI/CD: Jenkins, GitOps, ArgoCD, Maven, Gradle, Git, CI/CD Pipelines, Automated Testing (JUnit, Mockito, GoMock)

Observability & Resilience: Grafana, Prometheus, Litmus (Chaos Engineering), Hystrix, Ribbon, Feign, Datadog, Elasticsearch, Logstash, Kibana

Architecture & Development Frameworks: Spring Boot, Spring Framework, Spring Cloud, MyBatis, JPA, REST APIs, SOAP, GRPC OAUTH, Microservices Architectures, Hexagonal Architecture, Design Patterns, Clean Code, SOLID principles

Data & Analytics: Snowflake, Apache Spark, Apache Airflow, Tableau, PostgreSQL, Oracle Database, Couchbase, Redis, Hazelcast

Messaging & Streaming: Apache Kafka, Kafka Connect, Kafka Streams

Professional Experience

HBX Group | Senior Platform Engineer & Site Reliability Engineer Lead (2022 – Present)

- Built a Total Cost of Ownership tool to measure company policies debt enabling standards compliance observability
- Created an Internal Developer Platform abstracting Terraform. Reduced cognitive load of Terraform

- Automated the creation of Grafana's dashboards, and logging systems setup for all services. Reduced the time to setup from weeks to minutes.
- Developed an SLO management platform with a realistic Error Budget tracking.
- Created a Chaos Engineering platform used to validate SLOs and execute company-level Disaster Recovery tests.
- Built a Resources Optimizations service ensuring right-sizing and cost-saving measures such as ARM, Spot, etc. enabling strategic cost optimization.
- Integrated all platform tools into the Internal Developer Portal, providing a Single Pane of Glass experience for all the users of the platform.
- Developed Kubernetes operators to simplify DNS creation and enforce resource standards.

HBX Group | Principal Engineer & Developer Advocate (2020 – 2022)
- Created a service to protect all company customers from the internal caches by excluding dangerous products automatically based in real time feedback and forecasting. Reduced global accuracy errors from 5% to 2%
- Created a service to keep the internal availability engine cache synchronized to our suppliers by doing an intelligent selection of the product to update. Reduced discrepancies from 10% to 2%.
- Integrated a new way of building services following an approach of Minimum Valuable Product (MVP) to avoid wasting effort and time, and selecting next milestone based on data.
- Driven a Kubernetes community to accelerate adoption and use of best practices.
- Created java libraries to ease all asynchronous communication and BI interaction.
- Led the "non-traditional teams" like Machine Learning and SRE teams.
- Helped all developers community to solve common problems and embracing a DevOps methodology by building correct developer aligned automations.

HBX Group | Technical Lead (2016 – 2020)
- Migration to Kubernetes creating cloud agnostic services and tools and push the embracing of Kubernetes as platform for all services, with a centric helm chart.
- Migrate the Suppliers Integrations platform (40% of the business) doing a synchronization system and a distributed data platform.
- Created a Log Management Platform to centralize all logs of all services by creating a common flow and pattern for all logs, improving significantly the traceability and resolution of problems or incidences and the first real-time data system in the company.

HBX Group | Software Engineer (2014 – 2016)
- Full redesign of the Suppliers Integrations platform, upgrading the entire platform, automated the deployment and upgrading the search engine making it more stable and with response times of less than 200ms and peaks of 50.000rps
- Responsible for all the backend systems for Suppliers Integrations (Third party connectivity to add their product to HBX Group).
- Developing and upgrading the push (suppliers send their product updates to our platform) & pull/scan (retrieve product updates from suppliers scanning them).

Previous Experience

- Created a mobile based application that connects users directly to shops learning the user interests and recommends the best offers that the nearby shops have. (2012 - 2014)
- Developed an innovative real-time online psychometric testing application for RRHH (2010 - 2012)
- Professional consultant for Universidad Oberta de Catalunya, Siemens, BBVA.
- Freelance projects in native mobile apps, web development, and AI/machine learning research at Universidad Complutense de Madrid. (2005 - 2014)

Education

- **Master's Degree, Video Game Development**, Complutense University of Madrid (2013 – 2014)
- **Bachelor's Degree, Computer Engineering**, Rey Juan Carlos University of Madrid (2009 – 2013)
- **Higher National Diploma, Application Development** (2006 – 2008)

Languages

Spanish: Native
English: Professional working proficiency