

# Leandro Matías Lucarella

**E-Mail:** [luca@llucax.com](mailto:luca@llucax.com)  
**Web:** <https://llucax.com/>  
**LinkedIn:** <https://www.linkedin.com/in/llucax/>  
**Location:** Berlin, Germany  
**Nationality:** Argentine / Italian  
**Birth:** 1979-02-15  
**Updated:** 2018-11  
**GitHub User:** [llucax](#) / [leandro-lucarella-sociomantic](#)

## Profile

Versatile developer with focus system and network programming, library development, developer tooling in both low-level system programming languages and scripting high-level languages.

Quality-oriented technical lead, but aware of stakeholder's and business' needs. Able to balance good practices with business requirements; focus on keeping systems as simple as possible, but as complex as needed.

Proactive self-taught, able to work on own motivation or as part of both small or big teams, specially using [FLOSS](#) (Free *Libre* Open Source Software) development methodologies and tools.

## Skills

- Programming languages: deep practical knowledge of D, Python, Bash, Make; C/C++ too, but it's a bit rusty. Interest in Go and Rust.
- Concurrent and network programming, including POSIX threads, BSD sockets, TCP/IP and [TIPC](#) experience.
- Test automation (touching several systems, including [Jenkins](#) and [Travis](#), and using [Docker](#) for isolation and reproduceability).
- Multi-paradigm design and programming.
- Shell scripting and Linux system administration and performance tuning (focus on [Debian](#) based distros).
- Training people on programming and technical topics.
- Open source projects management.

## Achievements

- Founding of two Linux user groups, [LUGFI](#) (2002) and [LUGMEN](#) (1998), making several conferences.
- Publication of several articles on the web (1999-2005). Two of them were published on Linux Free Magazine, year 1, number 1 (2003).
- Several collaborations to popular [FLOSS](#) projects including (but not limited to): [Linux](#) (2001, C, bugfix in `bttv` module), [xmi2code](#) (2003, C++, PHP support, features and maintainership), [dia2code](#) (2003, C, PHP support), [SQLObject](#) (2006-2007, Python, features and bugfixes), [TurboGears](#) (2006, Python, features and bugfixes), [Gnomad2](#) (2005, C, GUI improvements), [DMD](#) (2008-, C++/D, improvements to the compiler and runtime).

- Creation of several small/medium sized [FLOSS](#) projects: [Etherled](#) (2005, C/ASM, remote controlled, programmable stroboscopic image projector device using a 8051-family micro-controller, including an ISA NE2000 compatible network adapter driver and a small, custom IP/UDP stack), [Sercom](#) (2004-2009, Python/SQL, automated compilation and testing system for programs written in C/C++, including a security-aware backend process to compile and test in a sandbox), [Pymin](#) (2007, Python, [Linux](#) router administration tool based on a daemon server with client/server infrastructure), [eventxx](#) (2007, C++, thin C++ wrapper for [libevent](#)), [ev.d](#) (2008, D, thin D wrapper for [libev](#)), [mutest](#) (2008, C/C++/Python, simple micro unit testing framework for C and C++), [git-hub](#) (2013-, Python, Git command line interface to [GitHub](#)), [makd](#) (2016-, Shell/Python/Make, Make library/framework to build D projects), [beaver](#) (2017-, Shell, shared Travis scripts to be used to reduce CI boilerplate), Management, contribution and/or reviewing of several other projects of the [sociomantic-tsunami](#) organization.
- Presented a talk ([Concurrent Garbage Collection for D](#)) at [DConf13](#) and gave a [Keynote](#) at [DConf16](#).

## Experience

### [dunnhumby Germany GmbH \[Lead Engineer - Technical Lead\] \(2018-\):](#)

Continued Technical Lead role after acquisition of Sociomantic adding management of integration topics. Moving from [GitHub](#) to [GitLab](#).

### [Sociomantic Labs GmbH \[Technical Development Lead\] \(2013-\):](#)

Technical support for a team of ~30 (grown from ~5). Development of tools for developers. Managing of development infrastructure (testing, [Debian](#) repositories, [Docker](#) images, etc.) and setting processes for development, testing, releasing and deployment for a team of ~60 (grown from ~10). Managing the open sourcing programme ([sociomantic-tsunami](#)). Migration from D1 to D2.

### [Sociomantic Labs GmbH \[Software Developer\] \(2011-2013\):](#)

Development of a high performance, distributed real-time bidding platform (in particular involved with the recommendation system and in-house database engines ([DHT](#), [DLS](#), [DMQ](#))). Migration from Subversion to Git ([GitHub](#)) introducing peer review. Linux server tuning for high load situations.

### [Freelance independent professional \(1997-2011\):](#)

Mostly small websites development and the backend daemon (written in Python) for a [Linux](#) router administration application.

### [Integratech S.A. \(2006-2011\):](#)

Development and maintenance of a monolithic (carrier grade) *softswitch* (H.248 in particular). Design and development of a new modular and distributed version of the *softswitch*.

### [Facultad de Ingeniería, Universidad de Buenos Aires \(2004-2009\):](#)

Assistant teacher, teaching programming topics covering C, C++, POSIX threads, BSD sockets and GTK+ GUI and more.

### [My Way \(2004\):](#)

LAMP web development and some [Linux](#) system administration.

### [Ministerio de Economía Internship \(2001-2004\):](#)

LAMP ([Linux](#), Apache, MySQL, PHP) web development and some [Linux](#) system administration.

## Education

### [Colegio Nacional de Buenos Aires, Argentina \(1992-1997\):](#)

Secondary school diploma, specialized in science, technology and design.

### [Facultad de Ingeniería, Universidad de Buenos Aires, Argentina \(1998-2010\):](#)

Informatics Engineering. Thesis: [Garbage collection in the D programming language](#).