Leandro Matías Lucarella

Contact:	luca@llucax.com | https://llucax.com/
LinkedIn:	https://www.linkedin.com/in/llucax/
GitHub:	llucax / leandro-lucarella-sociomantic
Location:	Berlin, Germany
Nationality:	Argentine / Italian
Birth:	1979-02-15
Updated:	2021-12

Profile

Versatile developer with focus on scalable distributed systems programming, library development and development tools 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 Open Source development methodologies and tools.

Skills

- Languages: Python, D, C/C++, Dart: advanced. Rust & Go: read the books, not much practical experience yet, but very interested (Rust specially).

- Concurrent and network programming, high-performance distributed systems, micro-services programming and design/architecture.

- Build and test automation (GitHub Actions, GitLab CI, Jenkins, Travis).

- Shell scripting and Linux system administration.

- Training and mentoring people (programming and technical topics).

- Technical projects and release management (focus on Open Source workflows).

Achievements

- Founding of two Linux user groups, LUGFI (2002) and LUGMEN (1998).

- 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 open source projects including (but not limited to): Linux (2001, C, `bttv` module), xmi2code (2003, C++), SQLObject (2006-2007, Python), TurboGears (2006, Python), Gnomad2 (2005, C), DMD (2008-2019, C++/D), sociomantic-tsunami Open source programme (2013-, mostly D).

- Creation of open source projects: Etherled (2005, C/ASM, 8051 micro-controller), Sercom (2004-2009, Python/SQL), Pymin (2007, Python), eventxx (2007, C++), ev.d (2008, D), mutest (2008, C/C++/Python), git-hub (2013-, Python), makd (2016-2019, Shell/Python/Make), beaver (2017-2019, Shell), Lunofono (2020-, Flutter), noclick.me (2021-, Rust, Flutter).

- Presented a talk (Concurrent Garbage Collection for D) at DConf13 and gave a Keynote at DConf16.

Experience

The Podcast App (2021-):

Working as a contractor to migrate the backend from a monolith using an old Django version to a new micro-services architecture using Flask+Peewee and deployed via Kubernetes. Also helping to improve the development processes and the backend performance and scalability in general.

Hiatus (2020):

Taking some time off after more than 20 years. Experimenting with personal projects and learning stuff that I wasn't able to at work. Learned Rust and Dart/Flutter by developing two projects: noclick.me (link expansion service, Rust + Flutter) and Lunofono (media player app for kids, Flutter).

QuoScient GmbH [Software Engineer] (2019-2020):

Doing Python development on QuoLab, a distributed security platform.

dunnhumby Germany GmbH [Lead Engineer - Technical Lead] (2018-2019):

Continued Technical Lead role after acquisition of Sociomantic adding management of integration topics. Moving from GitHub to GitLab.

Sociomantic Labs GmbH [Technical Development Lead] (2013-2018):

Technical leading for the backend team of (grown from ~5 to ~30 distributed in 5 sub-teams). Managing of development infrastructure (testing, CI, Debian repos, Docker images, etc.). Design and architecture. Setting processes for development, testing, releasing and deployment. Proposal, kick-off and 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 reviewing. Linux server tuning for high load situations.

Freelance independent professional (2011):

Mostly web development in LAMP / Python.

Integratech S.A. (2006-2011):

Development and maintenance of a monolithic (carrier grade) *softswitch* (H.248 in particular) in C++. 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 sysadmin.

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: Concurrent garbage collection for the D programming language.