

FILIFE FREIRE

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EXPERIENCE

KONG INC

Remote | 10/2021 – Present

Senior Software Engineer, Insomnia API Client Open Source + SaaS

Software Engineering:

- Contributed within a cross-functional team for the on-time delivery of Insomnia Cloud redesign by Kong Summit. This work impacted ARR and user signups significantly thanks to new features like Organizations and Enterprise enablement features.
- Spearheaded infrastructure scaling for Insomnia 8.x; led migration efforts using Kubernetes, Helm, Terraform, Go, GCP, and PostgreSQL.

Testing and Quality:

- Defined testing strategy for a globally-distributed remote team of 8 software engineers.
- Reduced release time from 3-5 days to 30 minutes by building full automation of release CI pipelines in Github Actions for the Insomnia API client. 10x'd release frequency on Insomnia API client by owning release schedule.
- Enabled team to reach highest code frequency in project history through year long automation testing + deep exploratory testing initiative which reduced scripted pre-release testing time from 1 week to 2-3 hours.

Cross-Functional Teamwork

- Collaborated with product management on BI and analytics projects, utilizing HEX, Segment, Amplitude, Snowflake, and DBT.
- Acted as the primary contact for SOC2 compliance with the Legal and Compliance team.

Stack: Go, Redis, PostgreSQL, Kubernetes, Helm, Terraform, AWS, Google Cloud, Electron, NodeJS, Playwright, Github Actions

DIGIT GAME STUDIOS

Remote | 09/2020 – 10/2021

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

Automation Engineering:

- Enabled 10k+ 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.

Software and Platform Engineering:

- 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

Leadership:

- 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.

Testing and Quality:

- 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