

Carlos Alberto Fau

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Summary

Experienced Software Engineer and Technical Leader with 20+ years of delivering impactful solutions across fintech, e-commerce, and gaming industries.

Proven ability to lead architecture modernization, migrate legacy systems, and scale platforms using microservices, event-driven systems, and cloud-native infrastructure.

- Staff Engineer at Xepelin: spearheaded decoupling of critical business logic from monoliths, improving system agility and enabling rapid product onboarding.
- Tech Lead at AltScore: designed and launched lending platform microservices, while coaching teams in OOD, TDD, and Clean Architecture.
- Platform architect at multiple organizations: successfully reduced infrastructure costs and improved resilience through Kubernetes, CI/CD, and DevOps practices.
- Technical mentor and educator: experience in coaching engineers, leading teams, and teaching university-level Software Engineering.

Strong expertise in Go, Kotlin, TypeScript, and architectures based on DDD, CQRS, Event Sourcing, with hands-on deployments in AWS, GCP, Kubernetes environments.

Experience

July 2024 – June 2025

Staff Engineer, Xepelin

Staff Engineer and technical lead for a key business domain, driving architectural modernization and enabling new product capabilities.

- Led the decoupling of critical business logic from a legacy monolith, enabling the transition toward a domain-driven microservices architecture.
- Implemented the onboarding flow for a new product, improving the client acquisition process and reducing integration friction.
- Improved existing services to streamline onboarding, enhance maintainability, and support product scalability.
- Delivered internal technical talks on microservices architecture to align teams and promote best engineering practices across the organization.
- Key technologies: TypeScript, SQL, Temporal, Kubernetes, AWS, Git

May 2022 – May 2024

Engineering Lead, AltScore

Technical execution for the Lending Platform, driving infrastructure modernization and mentoring engineering teams in high-quality software delivery practices.

- Modernized deployment infrastructure by implementing Kubernetes and CI/CD pipelines, improving reliability and release frequency.
- Designed and developed core microservices for the lending platform, directly supporting customer-facing financial services.
- Mentored engineers in Object-Oriented Design, TDD, Clean Code, and Domain-Driven Design to improve code quality and team autonomy.
- Key technologies: Go, MongoDB, Kubernetes, GCE, Git

Oct 2021 – May 2022

Technology Consultant, SimTLiX (now intive)

Senior member within the Blockchain Group, focused on the distributed ledger technologies.

- Clarified the problem space using domain modeling techniques and guided technical decision-making around blockchain platform selection and architecture.
 - Simplified technical complexity by applying Clean Code and Clean Architecture principles to design and implementation workflows.
 - Elevated team effectiveness by coaching developers in practical Agile, Scrum, and collaborative engineering practices.
 - Key technologies: Blockchain (Ethereum, Avalanche, Algorand), TypeScript, Java, Microservices, Kubernetes
- Mar 2021 – Oct 2021 **VP of Engineering**, Coderhouse
- Led the engineering organization, driving platform modernization, and improving software quality.
- Improved system robustness and reliability by introducing modern software engineering practices and updating the core technology stack.
 - Established a quality-driven development culture through the adoption of structured testing, code reviews, and CI/CD practices.
 - Led the migration from a monolithic architecture to a domain-oriented microservices ecosystem, enabling better scalability and team autonomy.
- July 2019 – Feb 2021 **Principal & Senior Principal Software Engineer**, Etermax
- Technical leader across platform and product teams, driving architectural modernization, cloud migration, and performance optimization in both backend infrastructure and mobile game development.
- Led the migration of critical services to Kubernetes, improving scalability and deployment consistency across environments.
 - Developed a reusable microservice template using Kotlin, KTor, and Arrow to accelerate development and enforce architectural consistency.
 - Improved mobile app performance and reliability in Word Crack 2 by introducing new architecture guidelines and optimizing vocabulary processing algorithms.
 - Designed and implemented a bot player service to enhance user engagement through intelligent automated gameplay.
 - Key technologies: Kotlin, Go, KTor, Arrow, Unity, C#, Kubernetes, AWS, Scrum
- July 2018 – July 2019 **Architecture and DevOps Manager**, Frávega SACIFI
- Led the design and implementation of a modern IT infrastructure, driving the organization's DevOps transformation and improving system scalability and delivery speed.
- Built and led the DevOps team from the ground up, establishing best practices for automation, deployment, and monitoring.
 - Reduced deployment time and increased system resilience by implementing a Kubernetes-based infrastructure with CI/CD pipelines.
 - Improved platform observability and operational efficiency through enhanced monitoring and logging strategies.
 - Lowered AWS infrastructure costs through architectural optimizations and resource usage audits.
 - Boosted engineering team productivity by introducing collaborative tooling, streamlined workflows, and agile practices.
- Dec 2016 – July 2018 **Software Architect**, Frávega SACIFI
- Led the architecture and development of Frávega's new eCommerce platform, introducing scalable, modern systems and enabling cross-functional collaboration.
- Architected and led the implementation of the Product Catalog and Price Management systems, critical for online retail operations.
 - Introduced a domain-driven microservices architecture.
 - Fostered collaboration through multidisciplinary, co-located teams aligned with agile product delivery.

- Key technologies: Scala, Golang, MongoDB, Kafka, JavaScript, React, Git
- Oct 2012 – May 2016 **Senior Software Engineer**, Medallia Inc
Requirement analysis, software module design, coding, and testing for the Customer Experience Management system. Lead engineer of Social Media Team including the responsibility of the product availability.
- Improved stability and availability of Unsolicited Feedback module
 - Improved product internal quality by increasing modularity, reducing dependencies, and upgrading technology
 - Incremented business value by new functionality
 - Key technologies: Java 7, Scala, PostgreSQL, Git
- June 1992 – Sept 2012 **Software Engineer & Software Quality related roles**, Previous experience Software development and software quality activities at different companies.
- Mar 1983 – Dec 2016 **Grade and post-grade lecturer**, University
- Software Engineering at Morón University
 - Software Engineering at CAECE University
 - Physics, Electronic Engineering, Computing Theory at Buenos Aires University

Education

- Dec 1998 **Morón University**, BS in Information Systems – Morón, AR
- Dec 2008 **CoCrear Argentina**, Diploma program in Ontological Coaching with Business Orientation Professional training program of Ontological Coaches. – Buenos Aires, AR

Skills

Programming: Proficient with GO, Kotlin, TypeScript, Java; good understanding of Web, app development, and DevOps

Software Design and Architecture: Clean Code, Clean Architecture, DDD, OOD, Microservices, Event-Driven, Event Sourcing, CQRS

Infrastructure & CI/CD: Kubernetes, Docker, AWS, GCP, Git, Prometheus, Grafana, Git

Databases & messaging: PostgreSQL, MongoDB, Kafka, SQS, Redis, RabbitMQ

Languages: English (upper), Spanish (native)