



Ewe Jose Omusi Saez

Software Engineer |

Backend & Data

● 27 years old ● Madrid, Spain

Building scalable software, analyzing data and deploying infrastructures

English (Professional)

Español (Nativo)

Portfolio

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Professional Summary

Telematics engineer with extensive experience building custom software, processing data, creating web applications, and deploying infrastructure.

I always make sure to write clean code, with solid tests (unit and integration), and to keep the deployment process as smooth as possible using CI/CD tools. I take best practices, scalability, and security into account at all times.

I am quite flexible, as I have worked with several different languages and technologies. I live in Murcia and can relocate to Madrid, Barcelona, or Valencia with one week's notice. I look forward to contributing to and growing with a strong team.

Skills Overview

Backend & Arquitectura de Sistemas

TypeScript, Node.js, Python, C#, Java, c++
RESTful APIs, microservices and web/desktop applications among others

Frontend, Observability & Tools

Web: React, Next.js, Angular, Vite, Tailwind, ES6+...

Observability: Grafana, OpenTelemetry, AWS X-Ray, CloudWatch

Testing & Quality: Jest (Unit Testing), TDD, PostHog, Figma, Agile (Scrum), DOORS..

Cloud Infrastructure & DevOps (IaC)

AWS: API, Lambda, EC2, S3, DynamoDB, Cognito..

IaC: Terraform / Terragrunt

CI/CD: GitHub Actions, Jenkins, Docker, Linux Administration.

Big Data & Analytics Pipelines (ETL)

Data Processing: PySpark, AWS Glue, ETL Pipelines.

Querying & Storage: Amazon Athena (SQL), Parquet, Snappy, S3 Data Lakes.

Databases: PostgreSQL, MongoDB, Redis (Serverless Caching), Prisma ORM.

*To get more details please check my [Portfolio](#) or talk with me (I can't add more things in the CV)

Experience

Independent Software Engineer

Remote (España) | 2020 - 2025

Operating as an autonomous engineer architecting and deploying complex software products. I own the full engineering lifecycle, from system design and frontend implementation to cloud infrastructure and release management.

1. Xenova Rush (High performance distributed system)

Led the development of a competitive multiplayer game and its comprehensive supporting cloud ecosystem

Cloud Architecture & Infrastructure (AWS):

- Designed and implemented a full serverless architecture using **Lambda, API Gateway, and Cognito**. To ensure scalability and maintainability, I managed the infrastructure as code (**IaC**) with **Terraform and Terragrunt**, creating modular configurations reproducible across multiple environments. Additionally, I integrated **Amazon GameLift** to automate the management and scaling of dedicated game servers based on real-time player demand.

Data Pipeline & Analytics (ETL):

- Built an **S3-based Data Lake** to drive data-informed decision-making. Developed **ETL pipelines using PySpark and AWS Glue** to clean and transform raw telemetry into optimized **Parquet (Snappy)** files. This enables deep analysis of game balance and economy through **SQL in Amazon Athena**, visualizing key metrics via **Grafana (BI) dashboards**.

Game Development & Networking (Unity / C#):

- Developed both client and authoritative server logic in **C#**. I focused heavily on high-performance **netcode** to support tick rates exceeding 100/s, implementing client-side prediction and lag compensation to ensure smooth gameplay even under high-latency conditions.

Automation & Observability:

- Built robust **CI/CD pipelines in GitHub Actions** to automate the entire workflow, from microservice deployment to Unity builds. To ensure full system visibility, I integrated **OpenTelemetry (ADOT)** and **AWS X-Ray**, allowing me to trace distributed requests and identify performance bottlenecks in real-time.

Leadership & Product Management:

- As the founder, I define the strategic roadmap and project vision. I have recruited and coordinated a remote team of freelance artists and animators, ensuring that every asset aligns with the project's high-quality standards and creative direction.

2. Client Solutions, SaaS & Web Development

Delivered bespoke full-stack web solutions for various clients. Notable public projects include:

SaaS Booking Platform

- URL:** peluqueria-example.vercel.app
- Scope:** Architected a multi-tenant booking system tailored for service-based businesses. Developed with Next.js 15 (App Router), Supabase, and Prisma ORM.
- Key Functionality:** Implemented complex availability logic, drag-and-drop admin calendars, and automated transactional emails (Resend), all validated by extensive integration testing (Jest).

OtakuCollector E-Commerce

- URL:** otakucollector.com
- Scope:** Developed a high-performance, production-grade Shopify platform managing live customer traffic.
- Key Functionality:** Customized Liquid themes and JavaScript (ES6+) to enable predictive search and dynamic UI. Integrated PostHog for advanced session replay and conversion rate optimization (CRO) analytics.

3. AI Productivity Tools

Voice-to-Text Console Application

- URL:** github.com/ewejose123/VoiceToTextApp
- Scope:** Engineered a real-time transcription tool leveraging Python and Whisper AI.
- Key Functionality:** Optimized for high-performance local and offline inference, enabling near-instant transcriptions while eliminating external API dependencies and costs.

Software Engineer

Siemens | Madrid (Hybrid) | 2023

Contributed to the backend and frontend of safety-critical rail automation systems within a rigorous Enterprise Agile environment.



Available for traveling



Flexible schedule



>33% Minusvalia

Education

Ing. Telemática

Universidad Politécnica de Cartagena

(Cartagena, España) | 2020

Highly flexible and able to adapt to different technologies and the specific needs of each project.