

# Raul Garrido

I love goodness and intelligence. I am passionate about computers ever since the first time I used one. I make software the most pragmatic way I can. I am very focused and always learning.

Golang Developer - Backend Software Engineer | Kentucky, US | me@happybydefault.com | +1 (502) 483-1969 | happybydefault.com

## Skills

Golang   Backend   Large Language Models (LLMs)   PostgreSQL   gRPC  
Kubernetes   Docker   Linux   Git

## Interests

- | Work                                   | Team Practices                           |
|--|--|
| - Artificial Intelligence (e.g., LLMs) | - Pragmatic programming and clean coding |
| - APIs                                 | - Workflow automation and CI/CD          |
| - Video games                          | - Testing                                |

## Experience

### True Tickets

Oct 2021 - Current

### Software Engineer

I've been developing APIs, using technologies like Go and PostgreSQL.

### retrologin

2020 - 2021

An unofficial login server for Dofus Retro — an online tactical RPG video game.

- Made with security in mind
- Horizontally scalable, for distributed systems
- Correct on concurrency, including graceful shutdown
- Automatically containerized in a Docker image with GitHub Actions, for CI/CD
- Uses my other projects, retroproto for the communication between client and server, and retropg for its PostgreSQL database

### retroproxy

2020 - 2021

A reverse proxy for login and game servers of Dofus Retro.

- Secure, horizontally scalable, correct on concurrency and automatically containerized in a Docker image
- Running as a Deployment on my Kubernetes cluster

### retroproto

2020 - 2021

A library that implements the network protocol of Dofus Retro, for the communication between client and server. It defines the ID and structure of the protocol messages, and it provides functionality for their serialization and deserialization.

**retropg**

2020 - 2021

A PostgreSQL database implementation of the Storer interface declared in my project [retro](#).

**retro**

2020 - 2021

A core library for Dofus Retro. It declares data types and provides constants and functions to work with the game. It also declares the Storer interface then implemented in my project [retropg](#).

**Carta Isapre Abogados**

May 2018 - Aug 2019

*Owner/Software Developer*

A legal group I created with 3 lawyers to help Chilean people solve legal cases related to health insurance companies.

- I acquired 180 recurrent paying customers through Google Ads and Facebook Ads with a ROI of more than 300%.
- I developed a simple backend in JavaScript running in the cloud, and also the frontend with Vue.

**Dofus Alive**

May 2017 - May 2018

*Owner/Software Developer*

A private, unofficial server of Dofus 1 (a version that's older than Dofus Retro).

- I acquired more than 1,500 paying customers, totaling 3,000+ sales.
- I achieved a CTR of 6.46%, a Conversion Rate of 11.95% and a ROI of ~1,200% with my main marketing campaign on Facebook Ads.
- I got my business idea validated by more than 200 potential customers who responded to my survey through Google Forms, then many of them became paying customers from my email campaign on MailChimp.
- I modified the server (written in Java) and the MySQL database to meet the business' requirements.
- I wrote an updater for the client, in Python.
- I was running the backend on a Linux virtual machine but then I migrated the server as a Deployment and the database as a StatefulSet on my Kubernetes cluster.

## Education

**Golang**

2018 - Oct 2021

I became proficient in Go and its ecosystem. I learned and practiced:

- Concurrency and horizontal scalability
- Best practices for software development and idiomatic code
- PostgreSQL
- Protocol Buffers and gRPC
- Docker and Kubernetes
- GNU/Linux
- Practical cryptography, including libraries and GnuPG
- Git, workflow automation and CI/CD

**Businesses**

2016 - 2018

- I experimented creating 3 businesses. Two of them were dropshipping e-commerce websites. The other one was around a popular cryptocurrency, where I built the backend in JavaScript with Node.js and Express.
- I also learned the essentials of the Adobe Suite (specifically Illustrator, Photoshop, Audition and Premiere Pro) by producing content for my businesses.

**Programming**

2011 - 2013

- I gained practical experience on security vulnerabilities and exploitation.
- I began experimenting with programming, first with VBScript and then with Java.
- I created a simple Android app that got more than 5,000 downloads. It allowed people to play a specific desktop video game on their mobile devices.

**Portal Internet Café**

2003 - 2011

- My parents and I ran the first internet café in our city. I learned and dedicated myself to:
- Hardware, by building, upgrading and maintaining computers
  - Software, by installing and setting up operative systems and programs
  - Networking and the internet, by creating and managing several networks

**Volunteering**

**Volunteer Representative**

2013 - 2015

- I left my country to serve the people in Argentina and Paraguay full-time for 2 years.
- I trained a new volunteer — who only knew English in a Spanish speaking country.
  - I led a team of 6 volunteers for several months.
  - I worked in pairs with 11 assigned international partners with different cultures, teaching people 5 to 10 lessons every day.
  - I taught English classes to locals for around 2 months.

**Languages**

**English**

Advanced

**Spanish**

Native