Diego Medina

Senior Software Engineer

https://diego.medina.codes

(786) 423 - 4837

dmedina1290@gmail.com

Atlanta, GA

SKILLS

Ruby on Rails

React

Typescript / Javascript

Node

APIs

Postgres

Google Cloud experience

Giving Technical Talks

AWARDS

INNOVATION EXPO AWARDS

Best in Show (2024, 2023, 2022, 2019)

Most Innovative (2022, 2021)

SPHERE OF INFLUENCE (2022)

BETTER TOGETHER AWARD (2022, 2021)

EDUCATION

RUBY ON RAILS BOOTCAMP

The Iron Yard (2014 – 2014)

STATISTICS (B.S.)

Loyola University of Chicago (2009 - 2012)

EXPERIENCE

SENIOR FULLSTACK ENGINEER

Calendly | 2017 – 2025

- Led the development of a microservice using Ruby on Rails to integrate Google WebRisk for link scanning, ensuring that user-provided links are safe by redirecting customers to an interstitial page via a Cloudflare Worker. This improved platform security against phishing and malware.

- Architected and led a scalable notification microservice, extracted from a Rails monolith, capable of supporting 105 million monthly SMS, email, and push notifications. Developed using Node, TypeScript, Prisma, OpenAPI and Postgres.

- Designed and implemented an AI-powered cannabis content detection system using GPT as a second layer to enhance SMS compliance, improving detection accuracy while minimizing false positives and maintaining Twilio integration.

- Directed the investigation and co-designed a solution for scheduling scalability, and migrating millions of jobs without downtime.

- Led the DMARC compliance initiative at Calendly, collaborating with Valimail to identify and validate services for DMARC compliance. Provided company-wide updates, conducted product demos, created comprehensive Confluence documentation, and trained the IT team, successfully handing off responsibility while remaining the Trust and Safety squad's DMARC expert.

- Designed a solution to increase code reusability in Calendly web extensions. This saved the team over 3 months of work and provided a consistent UX.

- Designed the process for internationalizing our main application, including vetting translation services and automating workflows to decrease development time. This has been used consistently by all engineering teams since 2018.

- For three years, created and maintained Chrome, Firefox, and Outlook extensions, including new functionalities like Add to Email and the Gmail toolbar. Worked with technologies such as Node, React, TypeScript, and Storybook to ensure feature alignment with the web app while driving innovation with new user-focused solutions.

- Optimized incident management by co-creating a Slack App to automate on-call procedures. This tool has been essential for handling all Calendly incidents since 2020.

- Enhanced engineering culture by creating and leading a presentation series for sharing technical expertise across the company. Successfully facilitated 66 Tech Talks.

- Technologies used: Ruby on Rails, Typescript, React, Node, PostgreSQL, Twilio, Datadog, Sidekiq, Faktory, Prisma, Marionette, and Valimail.

SOFTWARE ENGINEER

Springbot | 2015 – 2017

- Architected and built the top user-requested feature, which created unique coupon codes for marketing campaigns.

- Worked on a team of three to refactor our Social Hub feature, which allowed users to post on Facebook, Twitter, and Pinterest simultaneously. Implemented image uploading and a "feed" view to display posts from each social media site.

- Attended daily triage meetings to identify priority bugs and worked on a rotating team ("The Vanguard") to conquer them.
Enhanced company culture by promoting team bonding activities. Organized and led monthly board game night for developers.

- Technologies used: Ruby on Rails, Angular, PostgreSQL, NewRelic, Sidekiq, and Heroku.

JUNIOR SOFTWARE ENGINEER

BLiNQ Media | 2014 – 2015

- Worked in an agile environment with two teammates on SMB Solo, a Facebook marketing app for small- to medium-sized businesses

- Team focused on refactoring legacy code in order to create a more stable product and improve data accuracy

- Responsible for fixing bugs, UI improvements, diagnosing and resolving issues for media managers, and improving test coverage

- Improved company culture by promoting knowledge sharing between different teams and organizing company-wide team building activities

- Technologies used: Ruby on Rails, JavaScript/JQuery, Sidekiq, Facebook API, Heroku, PostgreSQL