Pablo Magnaghi

Senior Software Engineer • Buenos Aires, Argentina (US time zones)
pablomagnaghi@gmail.com | **LinkedIn** | **GitHub**

Summary

Software Engineer with 12+ years of experience building production systems at two extremes: Amazon-scale distributed systems (1.2M events per minute, caching designed for 300K+ TPS) and zero-to-one platforms as a founding engineer, most recently an AI-powered video platform built from an empty AWS account to production. Looking for Senior, Staff or Founding Engineer roles that need both: make it scale, and make it exist.

Experience

Social Dept **Los Angeles, CA**
Founding Engineer *August 2025 – July 2026*

- Owned backend, cloud infrastructure, and AI systems end-to-end, including a media platform that processes video files up to 100 GB.
- Built event-driven semantic video search with S3, EventBridge, Step Functions, Amazon Bedrock, OpenSearch, and multimodal embeddings across 3,500+ production videos.
- Cut reprocessing cost by 30x (~$3.00 → under $0.10 per video) with stage-level caching, and transcoding costs by 93% with optimized H.264 QVBR mezzanine profiles.
- Designed a multi-account AWS environment with Terraform and GitHub Actions (OIDC); shipped 6,600+ automated tests (80%+ coverage), tracing, alerting, and Bedrock Guardrails.

Amazon Ring **Santa Monica, CA**
Senior Software Engineer *July 2020 – December 2021 | February 2023 – July 2025*

- Scaled a production event-processing pipeline 6x, from 200K to 1.2M events per minute, by identifying and eliminating critical throughput bottlenecks.
- Designed a distributed device-data caching layer (NGINX/OpenResty, consistent hashing) for 300K+ TPS peak traffic, achieving a 99.5% hit rate with sub-10ms P99 latency in load tests.
- Reduced device data transfer by 50% with command-based validation workflows for external API integrations.
- Owned the full lifecycle of AWS microservices: AWS CDK infrastructure, deployment pipelines, shared libraries, observability, and production troubleshooting.

mmhmm Inc. **San Francisco, CA**
Senior Software Engineer *December 2021 – September 2022*

- Introduced reusable architectural patterns and refactored shared components, reducing duplication across backend services.
- Improved query and workflow performance and raised automated test coverage to 70% with unit, integration, and smoke tests.

Fetcher **New York, NY**
Software Engineer → Senior Software Engineer *October 2018 – July 2020*

- Led the migration of a PHP monolith to Java and Spring Boot microservices.
- Designed RabbitMQ-based batch pipelines for candidate ingestion and enrichment across six ATS integrations.
- Implemented OAuth2 and role-based access control; reduced database response times by 50% through indexing and denormalization.
- Mentored two junior and four senior engineers and led technical interviews and engineering onboarding.

Earlier: Technical Lead at Solstice (2017–2018, led a five-engineer team for Rockwell Automation) • Senior Mobile Engineer at Munben (2015–2017) • Software Engineer at C&S and Intraway (2014–2017).

Skills

Languages: TypeScript, Go, Java, Python, JavaScript
AI: Amazon Bedrock, LLM orchestration, semantic search, multimodal embeddings, OpenSearch, Amazon Rekognition
Cloud & Data: AWS (Lambda, ECS/Fargate, Step Functions, EventBridge, API Gateway, S3), Terraform, CDK, PostgreSQL, DynamoDB, Redis, event-driven and serverless architectures

Education

University of Buenos Aires (FIUBA): Machine Learning and Big Data (GPA: 10.0/10.0) *2018*
University of Buenos Aires (FIUBA): Engineering Degree in Software Engineering *2007 – 2014*