

# Erik Escobedo

📍 Hunucma, MX   ✉ erik@escobedo.dev   📞 +52 (999) 969-3090

🌐 <https://erik.escobedo.dev>   🌐 escoberik

I'm a hands-on software architect and full-stack engineer with 16+ years of experience, including 3 years at Google Classroom. I specialize in managing technical debt and transforming legacy complexity into maintainable architecture. I have more than a decade of remote-first experience, bridging the gap between business goals and technical execution, ensuring reliability and performance in every project I'm involved in.

## Experience

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### Software Engineer

*January 2023 — February 2026*

#### *Google*

Google Classroom is a learning management platform serving millions of users worldwide. I was involved in maintaining the Classroom API infrastructure, focusing on large-scale migrations and the strategic sunsetting of legacy systems.

- Designed and implemented the database migration for the Google Classroom API: Registrations service, using a Dark Launch approach to validate data for millions of users.
- Architected a synthetic SIS sandbox to facilitate integration testing and AI agent crawling, fed by Google Spreadsheets as a flexible data source for two-way verification across OneRoster 1.1 and 1.2 protocols.
- Mentored junior engineers on software engineering best practices, guiding them through complex system designs, Google's rigorous code review standards, and career development paths.

### Software Engineer

*August 2018 — December 2022*

#### *FanMaker*

FanMaker is a leading sports loyalty and fan engagement platform powering rewards programs for professional teams and universities. I was responsible for maintaining and scaling the infrastructure that powers a wide-range of end-user mobile applications.

- Maintained and extended a Ruby on Rails application providing back-end services for a network of 30+ mobile applications.
- Engineered a robust double-entry accounting engine for virtual currency, featuring point-in-time reporting capabilities to accurately reconstruct balances and audit logs for any historical or future date.
- Scaled a high-availability AWS infrastructure to support 1+ million concurrent users, implementing predictive auto-scaling to eliminate manual intervention during peak live event traffic.

### Founder & Team Leader

*February 2013 — August 2018*

#### *Freelance Work*

I founded and ran a small organization of local programmers that provided software developer services to international clients, mainly focused in the USA. I was responsible for end-to-end delivery, including technical architecture, project scoping, and talent orchestration.

- Led a freelancer guild group—composed of local programmers sharing an office space; sometimes working independently, sometimes working on the same projects.
- Interviewed and met with leads and customers—helping them to design product strategies and software solutions.
- Mentoring and empowering the most junior members of the group, as well as consulting on their projects.

### Web Developer

*November 2014 — February 2016*

#### *Simulation Curriculum*

Simulation Curriculum is an industry leader in Earth & Space Science software and curriculum solutions. I served as a recurring consultant, providing freelance web development services for a variety of strategic projects.

- Worked alongside David Whips (winner of the Apple Design Awards 2013).
- Worked with vectors and geometry figures to allow students to draw, drag, split, and reassemble colorful geometric shapes.
- Designed equations that allowed the user to add momentum when dragging movable panels.

## **Ruby on Rails Developer**

*December 2010 — February 2013*

*MojoTech*

Mojotech is a premier software consultancy that partners with startups and enterprise clients to build mission-critical digital products. As a Ruby on Rails Developer, I contributed to various high-impact projects, collaborating in agile teams to deliver scalable and maintainable codebases.

- Worked alongside great people like Christopher Shoemaker, a former member of the Mozilla team.
- Contributed to a huge real estate application for which I designed a powerful neighborhood search engine.
- Migrated an existing application from PHP to Ruby on Rails 3.0.

## **Education**

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**Universidad Nacional Autónoma de México (UNAM)** *January 2006 — January 2010*

*Bachelor's Degree (incomplete) in Mechatronics Engineering*

## **Languages**

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**Spanish:** Native

**English:** Professional Working Proficiency