Ricardo Delfin

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Profile

Systems-focused Software Engineer with specialising in robotics, embedded systems, Rust, distributed systems, reliability, observability, and automating for optimized efficiency.

Links

- GitHub **rdelfin**
- LinkedIn **Ricardo Delfin**
- Website **rdelfin.com**

Skills

EXPERT

Rust • Python • C++ • Linux • Bazel

INTERMEDIATE

Hack/PHP • Java • SQL • Node.js • React • Buildkite • Ansible • Embedded

Volunteering

FIRST ROBOTICS COMPETITION

Head Referee

📅 2015 – Present   📍 Multiple

Head Referee, Referee, and Robot Inspector at events in Mexico and the US

Internships

GOOGLE

Associate Product Manager Intern

📅 2017   📍 Zürich, CH

TWITTER

Software Engineering Intern

📅 2016   📍 Seattle, WA, USA

MICROSOFT

Program Manager Intern

📅 2015   📍 Redmond, WA, USA

Experience

SENIOR LINUX SOFTWARE ENGINEER

Bloomberg LP

📅 July 2024 – Present   📍 London, UK

- Identified, designed and building an automated Linux kernel testing system to improve kernel release schedule and remove manual steps
- Contributing to state-of-the-art eBPF network monitoring as a critical requirement for DORA regulatory compliance (**Rust**)

TECH LEAD & SYSTEMS SOFTWARE ENGINEER

Wayve Technologies Ltd.

📅 August 2021 – July 2024   📍 London, UK

- Led a team of 5 responsible for most of our Autonomous Vehicle (AV) software stack
- Planned and delivered autonomy software for critical new generation of vehicles and compute platform on Nvidia Jetson
- Reworked our controller for faster experimentation by robotics team
- Owned Wayve's incident management and review process, including running regular post-mortem reviews
- Identified biggest reliability issues on our fleet and got Mean Time between Failures from minutes to over 50 hours

SYSTEMS SOFTWARE ENGINEER

Wayve Technologies Ltd.

📅 September 2020 – August 2021   📍 London, UK

- Wrote user-space drivers for new Jetson camera stack, including an ibverbs client/server (**Rust**)
- Owned and improved observability of our vehicles, ensuring we collected and tracked key metrics and failures from our software
- Setup a formal support on-call for our vehicle operators to ensure we identified and fixed real-world issues

PRODUCTION ENGINEER

Facebook

📅 May 2018 – August 2020   📍 Dublin, Ireland & London, UK

- Worked in team responsible for ensuring reliability of Facebook overall, including monitoring website health, and investigating major site incidents
- Drove cross-functional collaboration to limit wasted compute resources in downstream services on requests past their timeout (**C++**, **Python**, **Hack/PHP**)
- Wrote workflows to provision, repair and decommission Facebook's growing fleet of Linux servers
- Rewrote the repair workflow to allow for more complex repairs and a multi-step process to reduce server downtime and cost (**Python**)
- Served as first-responder on multiple incidents on the provisioning stack

Education

UNIVERSITY OF TEXAS AT AUSTIN

BS in Computer Science - 3.67/4.00

📅 May 2018   📍 Austin, TX, USA

- Part of the **Building Wide Intelligence** project and TA for CS378
- Projects included **bwi_twitter**, allowing members of the public to interact with our robots