

FABIAN ZAMORA RAMIREZ

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PROFESSIONAL EXPERIENCE

Independent Software Engineer | April 2026 - Present

- Architected and deployed the MVP for [controlpagos.com](#), a payment notification aggregator, utilizing a fully serverless AWS stack (Lambda, AppSync, DynamoDB, Cognito, SES, and Amplify).
- Decoupled the legacy [construyo.cr](#) monolith into a modern REST API-only Ruby on Rails backend and a Next.js frontend to improve long-term maintainability.

Software Engineer | Google LLC / Playback Experience @ YouTube | May 2021 - March 2026

- Led the cross-platform design and took technical ownership of both the C++ backend and iOS application to fix playback reliability during caption outages, keeping video streaming stable across mobile, web, and living room devices.
- Standardized captions logging across platforms and designed new metrics, improving data analysis and outage prevention at YouTube scale.
- Drove the design and implementation of the infrastructure required by the "Add-by-URL Podcasts" feature on iOS, leading to a successful migration of users from Google Podcasts to YouTube Music.
- Reduced iOS Shorts creation time by designing and deploying a time-range download API, resulting in 20% faster downloads and a **10%** boost in reliability. Recognized with a "**Perfy**" award for this contribution.
- Enhanced the iOS "Live" user experience by debugging and resolving critical infrastructure bugs, resulting in **-10%** crashes, **+3%** watch time, **-20%** E2E latency and **-10%** join latency.
- Analyzed complex playback data using GoogleSQL to troubleshoot infrastructure issues, and provided 1:1 mentorship to scale team expertise.
- Served as on-call for the YouTube iOS app, triaging and resolving production incidents to maintain high service availability.

Senior Software Engineer | Bounce Imaging, Inc | Jan. 2013 - May 2021

- Led the Costa Rican team (3 - 6 members) through the development of the Ruby on Rails applications to keep track of the manufacturing, inventory, apps analytics and cloud streaming management. Responsible for maintaining and deploying to GCP.
- Developed the *Android* and *iOS* applications to display real-time self-stabilized 360 videos from scratch.
- Implemented audio and video encryption, 2-way audio, multiple video view modes and app flavors of the Bounce Viewer apps.
- Reduced the Android application memory consumption by **42%** and the memory allocation time by **85%** by implementing reusable pre-allocated memory buffers and reusing bitmaps.
- Increased the 360 video display frame rate of the applications **from 1 to 15** (tested up to 30) by developing a panorama viewer library for *Android* and *iOS* using *OpenGL*.

Co-founder & CTO | ConstruyO | Dec. 2018 - May 2021

- Built the back-end and front-end for [construyo.cr](#) from the ground up using Ruby on Rails.
- Designed and managed the cloud infrastructure using GCP and AWS.
- Startup of the Year by Auge (2019); De.Mentes finalist (2019); Seedstars CR finalist (2019).

Lecturer | Costa Rica Institute of Technology | Jul. 2017 - Nov. 2018

- Taught the courses: Computers Architecture, Introduction to Programming and Operating Systems of the Computer Engineering (CE) program.

Early Mobile Development & Research | Aug. 2011 - June 2015

- Developed the Android application for [parso.cr](#), an Intel Challenge finalist and Startup Chile participant (2015).
- Founding member of GoTouch, a mobile research and development initiative at the Costa Rica Institute of Technology. Lead developer for *UbicaTEC (Android & iOS)*, *Kadejos (Android)* and *Discover the Jungle (Android)*.

EDUCATION

Cartago, Costa Rica | Costa Rica Institute of Technology | Feb. 2010 - Mar. 2016

- Licentiate degree in Computer Engineering. **Honorable Mention (2016)**: Awarded for the most outstanding graduation project in the class.

LANGUAGES AND TECHNOLOGIES

- **Languages**: Ruby on Rails, Python, GoogleSQL, C/C++, Java, Objective-C, JavaScript, CSS.
- **Backend & Ecosystem**: PostgreSQL, REST APIs, Sidekiq, RSpec. **Cloud & Infrastructure**: AWS, GCP. **Media & Systems**: Media Playback/Streaming/ABR, GStreamer, OpenGL, NDK. **Developer Tools**: Gemini CLI, Claude CLI.