

Steven Mediterraneo

Backend Software Engineer

Go • Distributed Systems • APIs • Data Pipelines • Cloud

817-996-9869 | stevenmediterraneo@gmail.com | linkedin.com/in/steven-mediterraneo | github.com/stevenmed26

SUMMARY

Backend Software Engineer specializing in production-grade backend systems built in Go and Python. Designs and operates APIs, ingestion pipelines, and background workers with an emphasis on reliability, idempotency, and observability. Experienced in asynchronous processing, data normalization, and containerized service deployments.

EDUCATION

Texas A&M University

Master of Science in Computer Science Engineering
Focus in Distributed Systems & Cloud Architecture

Bachelor of Science in Multidisciplinary Engineering Technology

College Station, TX

August 2025 – Present

August 2019 – May 2023

EXPERIENCE

Backend Software Engineer

Digi International

April 2024 – September 2025

Plano, TX

- Designed and maintained Go backend validation services that exercised gRPC and REST APIs, verified JSON contracts, and detected ingestion defects in asynchronous processing pipelines.
- Deployed AWS infrastructure using Terraform, including EKS services to support CI/CD pipelines and staging environments for backend services.
- Investigated backend reliability issues using Prometheus metrics and centralized service logs to diagnose timing drift and state desynchronization across distributed services, improving ingestion correctness and repeatability.
- Built Python diagnostic tooling and automated regression workflows to surface backend regressions early, reducing manual verification and improving release confidence.

Software Engineer (Project Lead)

Critical Designs

August 2022 – May 2023

College Station, TX

- Developed a real-time event processing system in Go that generated structured telemetry and streamed it to backend services for live training workflows.
- Displayed live metrics in a React frontend dashboard with TypeScript and Node.js, enabling live monitoring of system performance and event flow.

PROJECTS

JobHunt – Backend Engineer / System Owner | Go, SQLite, IMAP, REST, Tauri, React

2025 – Present

- Designed and operated a backend ingestion pipeline that processes job leads from IMAP and web sources; implemented idempotent ingestion, deduplication, and safe reprocessing to support repeatable scheduled runs.
- Built configurable scoring and filtering logic and exposed REST APIs consumed by a desktop client; emphasized debuggability, failure isolation, and deterministic behavior across runs.

AutoFarm – Distributed Simulation Platform | Go, gRPC, Docker, AWS, Terraform

2024 – Present

- Architected a distributed Go backend exposing gRPC APIs and real-time WebSocket events, with asynchronous workers and Dockerized services designed for low-latency state propagation.

TECHNICAL SKILLS

Languages: Go (Golang), Python, Java, TypeScript, C#

Backend: REST APIs, gRPC, WebSockets, Microservices, Background Workers

Data: SQL (PostgreSQL, SQLite), MongoDB

Cloud & DevOps: Docker, Kubernetes, CI/CD (GitHub Actions), Linux

Observability: Logging, Metrics, Tracing (Prometheus, Grafana, ELK)

Concepts: Distributed Systems, Concurrency, API Design, IaC (Terraform)