

Software Engineer

Pablo Emiliano Terradillos

Overview

Software Engineer with over 20 years of experience in web development, game design, and Engineering management. Strong background in creating user-centered products and leading cross-functional teams to deliver successful software projects. Skilled in various programming languages and technologies with a passion for creating engaging and interactive experiences. Experience in game development as both a designer and developer. Strong leader with a focus on people development and career growth.

Contact

Email

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Linkedin

<https://www.linkedin.com/in/terradillospablo>

Codepen

<https://codepen.io/tehsis>

Location

Ciudad Autónoma de Buenos Aires, Argentina.

Github

<https://github.com/tehsis>

Mastodon

<https://hachyderm.io/@tehsis>

Expertise

Software & Web Development, Javascript / Nodejs, Golang, C++, Game Design, HTML, CSS, iOS Development.

Projects & People Management.

Languages:

Spanish (native), English

Experience

Pulumi

June 2025 - Present

Engineering Manager, IaC Cloud

Leading the engineering organization responsible for Pulumi's Infrastructure as Code Cloud platform, including Deployments, Pulumi ESC (Environments, Secrets & Configuration), Pulumi IDP and Pulumi Registry. Responsible for engineering execution, technical strategy, product planning, and growing a distributed team of engineers across multiple product areas.

Technologies used: Go, TypeScript, Kubernetes, AWS, Azure, GCP, Docker, GitHub Actions, Pulumi, AI-assisted development.

Highlights

- Expanded the engineering organization from a single-product team into a multi-product organization covering Deployments, ESC, Registry, and Pulumi IDP.
- Defined the long-term technical strategy for Pulumi Cloud with a focus on cloud-native execution, remote deployments, platform integrations, and developer experience.
- Led the development of major platform capabilities including deployment orchestration, infrastructure identity integrations, and cloud configuration management.
- Drove multiple security initiatives including Bring Your Own Key (BYOK), OIDC improvements, approval workflows, and secure secret management.
- Built and mentored a high-performing engineering team, establishing technical ownership, architectural review processes, and cross-team collaboration.
- Partnered closely with Product, Design, Customer Success, and Executive Leadership to define roadmap priorities and align engineering investments with customer needs.
- Introduced AI-assisted engineering practices across the organization to improve development velocity while maintaining engineering quality.

Okta

May 2021 - May 2025

Engineer Manager, Engineering Productivity & Platform Crypto Services

Technologies used: golang, React, Typescript, kubernetes

I've formed the Platform Consumer Experience team (later renamed to Engineering Productivity Team) whose mission is to allow our internal users (eg. Product Engineers, Support Engineers, and non technical departments) to operate with our internal platform ensuring a good experience, reducing the time required to ship a new feature while ensuring our security and quality standards are met.

During this time the team grew from 4 to 10 Engineers.

I also managed a second team "Platform Crypto services" which was formed to support the cryptographic needs of every team and service within the company.

It offers services to generate and verify hashes as well as services to store and distribute secrets and credentials.

Highlights

- Lead the development of APIs and Tools to improve our developers experience, making it simpler to release and operate our products with confidence.
- Organized Auth0's mentorship program to spread knowledge of our internal systems and reduce our bus factor.
- Designed a Development Workflow to allow our teams to work faster by simplifying testing and integration of new features.
- Introduced Developer Productivity understanding frameworks such as DORA and DX Core 4.
- Lead the development and adoption of GenAI based tools such as Github Copilot and a Productivity Assistant to reduce support escalations to the Engineering Organization.

Auth0

February 2014 - May 2021

Engineer Manager, Private Cloud (USA, New York City) Technologies used: go, React, Typescript, Docker

I've transitioned to Manager of my current team after a year as Technical leader. This new role allowed me to grow my leadership skills while still working closely with my team on shipping new features.

Highlights

- Designed and led the development of the Platform Hub, a web application that allowed our internal teams to manage our entire pool of customers in our private or public environments.
- Mentored other engineers into their path to become engineer managers.

Staff Engineer, Private Cloud (USA, New York City)

I was promoted to Staff Engineer and became the Technical Leader of the Private Cloud team. We grew the team to 6 Engineers. I was relocated to United States which allowed me to be closer to most of the team, mentor new team members and work closer with the Engineer Manager and the Product Manager on scaling our team and shaping our product.

Technologies used: nodejs, C++, Hapi, Typescript, React, Puppet, Ansible, Terraform, AWS, GCP, Azure.

Highlights

- Designed and developed the Private Cloud API. An interface to allow web applications and CLIs to operate against our customer environment. This helped to scale our operations and simplify the maintenance of all of the environments we had.

Platform Engineer

I was the founding member of the Auth0's Private cloud team, in which we've created tools, services and processes that allowed us to scale our operations from 1 to more than 150 high-demand customers.

The private cloud platform has its own requirements due to the request volume of their customers and required to be managed in a scalable way to keep our operations team effective as our customer base grows.

Highlights

- Developed the Private Cloud Operations CLI to allow Auth0 support team to diagnose the health of a customer environment as well as perform user's backups.

- Adapted various Auth0 features to be supported on the private cloud offering, this included adapting the code to the private cloud platform, make it configurable and automate its setup to scale their operations to simplify management.
- Worked on Continuous integration and delivery pipeline to create and release new versions of the product.

Sr. Frontend Engineer

I've joined the company in its early stages working on all their web projects: Auth0 website, Web Authentication widget (aka. Lock) and Auth0 Dashboard.

Technologies used: javascript, nodejs, express, jquery, Elastic Search.

Highlights

- Re-implemented Users management and search feature on the Auth0 Dashboard to provide a more robust and flexible search capabilities using Lucene syntax.
- Created a catalog for nodejs modules available to use on Auth0's rules. This project started as a side personal project and soon transitioned to be officially maintained by the company due to its success among customers.
- Implemented Google's ReCaptcha support on the official web authentication widget (aka. Lock).

Alidion

January 2020 - Present

I design and develop video games and mobile applications as personal projects or for my own customers.

It's part of gumbo.nyc indie games developer collective from New York City.

Technologies used: Unity, Phaser.js, Swift, Godot

Highlights

The trials from El Lobizon

Survival horror video game based on Argentinian legends such as El Lobizon and El Pomberito.

The game started as project within the "Game Design Track" course at Image Campus (<https://www.imagecampus.edu.ar/>) where it was highlighted within the rest of the projects.

<https://tehsis.itch.io/lobizon>

Publications Attack (publica.la)

A 2D Platformer / collectathon game using the company mission as a theme, used to attract people to the company stand on various events and fairs. The game uses a simple and known mechanic to allow people play the game while talking to the staff.

<https://publicalagame.now.sh/>

Alberto Wars (Revista Barcelona)

A simple 2d shooter game that matches the magazine style and humor. The game is used to engage readers and new customers on social media.

<https://albertowars-barcelona.alidion.studio/>

TaskMeUp

iOS application (and personal experiment) to manage personal tasks. The app allows the user to track their personal projects and automatically prioritize them and delete those projects that the user have not worked on for a particular period of time (a month by default)

<https://taskmeup.alidion.studio>

Publica.la

November 2020 - Present

Engineering Advisor to the CTO

I worked closely as an advisor to the company's CTO on their technology challenges and team management.

Nearpod

April 2013 - January 2014

Technical Lead, Web & Android Development

I've joined the company as part of their web frontend team. I worked with all the development areas to improve efficiency by implementing industry best practices and an automated continuous delivery and integration system.

Technologies used: Javascript, cordova, Vagrant, Jenkins

Highlights

- Developed Nearpod Slide Editor: A tool that allowed teachers to create their own interactive presentations to be embedded as slides.
- Developed Android Client based on the web application adapted using Cordova.
- Implemented Real Time Updates, reducing network traffic by moving to a poll to a push notifications model and improving the speed of slides transition.
- Improve responsiveness of their slides catalog, which consisted on hundred of items by re-implemented it using React.

Mozilla Foundation

April 2013 - November 2015

Rep

As representative of the Mozilla Foundation I organized and attended to various meetups and conferences to spread the foundation's mission and the products/technologies they develop. As part of this role I got to contribute to different Open Source projects such as Firefox, Firefox OS and Telegram web.

Highlights

- I've adapted the web version of Telegram to make it compatible with FirefoxOS. Also automated their build and test operations.

Etermax

March 2013 - May 2014

Technical Lead

I was promoted as technical lead of the web development team. In this new role I re-organized the team to use agile methodologies, to organize our work, implemented QA practices to the team and designed the web version of Preguntados / Trivia Crack and Apalabrados 2.

Highlights

- Designed Preguntados / Trivia crack web using Marionette and an architecture that allowed our team to work in parallel to be able to ship with a tight schedule.
- Redesigned Apalabrados 2 / Aworded 2 code to improve maintainability and ship new features faster and more reliably.

Sr. Web Developer

I've joined Etermax's web development team during the development phase of Bingo Crack, working mostly on maintaining their current products (Apalabrados / Aworded, Mezcladitos / Word Crack and Bingo Crack) . This was my first experience in the game development industry.

Technologies used: JQuery. Backbone, Marionette, Socket.io

Highlights

- Implemented a *debug mode* and all of our games to allow QA team to test different features faster and simplify reproducing particular scenarios.

Globant

August 2011 - March 2013

SSr Web Developer

I've joined as one of the first 10 employees of the company at its Resistencia, Chaco location. This was my first professional experience and worked for several international customers on their main products.

Technologies used: PHP, Java, C++, Javascript, Flash

Highlights

- Moshi Games: Implemented a rest backend and back office platform for a flash games catalog.
 - Southwest Airlines: I was part of the team responsible for support, troubleshooting and bug fixing of their flights and hotels reservation web.
 - Disney - Parks & Resorts: Worked as frontend developer for Disney's parks websites.
 - Chicago Tribune: Worked as frontend developer for the journal website.
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Miscellaneous

Latest trainings / Awards / certifications

2022 - Okta Company wide Hackaton - 1st Place

Won 2022 company hackaton where my team developed a new Auth0 integration for voice based verification. This development resulted in the following patent <https://patents.google.com/patent/US20230247021A1/en?q=US-20230247021-A1>

2023 - Okta Company wide Hackaton - 1st Place

Won 2023 company hackaton where my team developed a GenAI chatbot available via a web ui and slack to help customer first teams to provide support.

2023 - Managing people @ IAE Bussiness School (<https://www.iae.edu.ar/programas/dirigiendo-personas/>)

IAE is one of the most prestigious business school in Argentina. The “Managing People” program is oriented to leaders and managers of companies and covers different aspects of human behaviour, motivation, tackling difficult conversations, etc.

2024 - Game Design @ Image Campus (<https://www.imagecampus.edu.ar/carreras-titulo-oficial/carrera-terciaria-game-design>)

The Image Campus Game Design track covers all different aspects of game design, from idea conception through monetization.

During the track we developed the game “El Juicio del Lobizon” (available at <https://tehsis.itch.io/lobizon>) where I worked mainly on leading the team and development.

Talks & Workshops

Regex sin miedo pero con respeto (Regex without fear but respect): https://www.youtube.com/watch?v=Hl-rqL08_aA , JSMeetup Argentina

La Web Fuera del browser (The web outside of the browser), BarcampNEA 2013

Introducción al desarrollo de FirefoxOS, JSConf Uruguay 2014

Highlighted Articles

How To Plan and Execute your Day: <https://medium.com/@tehsis/how-to-plan-and-execute-your-day-2c2d657bdc01>

Desarrollo de Videojuegos en la web (Español): <https://medium.com/@tehsis/desarrollo-de-videojuegos-en-la-web-4709aa8b948c>

Asm.js Compilando a Javascript (Español): <https://medium.com/tehsis-me/asm-js-compilando-a-javascript-a097d6094803>