

Dani Matar

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EXPERIENCE

Odyssey Cybersecurity
Software Engineer

Nicosia, CY
Feb 2025 – Present

- Spearhead R&D and implementation of a multi-tenant application logging platform, enabling real-time monitoring and automated alerting across regions; reduce operational overhead by 15% and increase uptime by 20%.
- Collaborate with cross-functional **Agile** teams to deliver high-impact backend features, ensuring rapid feedback, continuous improvement, and alignment with business goals.
- Develop robust web services for order billing and management to streamline client onboarding and automate tracking, invoicing, and subscription lifecycle processes.
- Refactor and enhance existing web services to improve architecture clarity, reduce response times, and lower technical debt across critical backend systems.

InMobiles Holding S.A.L
Software Engineer

Mkalles, LB
July 2022 – Feb 2025

- Led the development of a robust API Gateway using .NET Core 6/8 and Consul, enabling secure service aggregation and access control, resulting in 20% faster response time and 40% security improvement.
- Built and optimized backend services in .NET Core and PostgreSQL by identifying and fixing performance bottlenecks.
- Streamlined backend processes, reducing operational costs by 25% through codebase audits and architectural improvements.
- Collaborated with cross-functional teams to implement scalable system features aligned with business objectives.
- Developed a comprehensive data processing framework utilizing Hadoop and Spark, which integrated seamlessly with existing systems; framework is now utilized by over 15 data analysts, improving report generation speed by 50%.
- Managed CI/CD deployments to both on-prem and AWS cloud environments.
- Ensured code quality through xUnit-based unit testing and integration testing across distributed systems.
- Monitored infrastructure and applications using Elasticsearch, and Superset, generating real-time dashboards used by multiple teams.

Tekwin Digital S.A.L
Junior Software Engineer

Paris, FR
June 2021 – July 2022

- Led the implementation of a generic Flutter-based framework, streamlining development and decreasing development time by 30%.
- Designed and developed a user-friendly governorate mobile application offering news updates, allowing access to local radio and providing a complaints platform for civilians.
- Managed REST APIs for property management and voting software, enhancing data exchange and increasing active user base by 20%.

EDUCATION

Antonine University
Computer and Communication Engineering, Software Engineering

Baabda, LB
July 2023

LEADERSHIP & ACTVITIES

Antonine University
Social club member

Baabda, LB
Jan 2018 – Sep 2022

- Served as a member of the university's social club, fostering a sense of community and organizing various social events.
- Collaborated with fellow members to enhance the university experience through inclusive and engaging activities.

SKILLS & INTERESTS

- **Technical:** C#, Java, Python, Go, Flutter, SQL, Docker, Git, Elk stack, AWS, Redis, RabbitMQ, Apache Spark, Apache Superset, Hadoop, HTML, CSS, JavaScript.
- **Language:** English (Native or fluent), French (Native or fluent), Arabic (Native or fluent), Spanish (Beginner).
- **Interests:** Basketball, Music Events, Continuous Learning.