Mislav Vuletić

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WORK EXPERIENCE

Software Engineer at Google   Jul 2022 — Present

– Working on the Server Platform team; providing product teams with infrastructure, tools, and frameworks for deploying and managing services in production

– Migrated ∼30,000 servers from using code-as-config alerting configurations to a declarative format, in order to simplify logic and reliability of infrastructure automation

– Unblocked ∼500 teams from not being able to submit code, by debugging and mitigating 2 medium size incidents, and prevented similar incidents from occurring in the future

– Created an ETL pipeline that stores build and test time durations from libraries provided by infrastructure teams in order to quantify scalability improvements and catch regressions

– Worked on increasing the scalability (memory, build time) of 70% of Google's servers, allowing servers to double the amount of deployed services with the same footprint

– Designed and built a service which alerts server owners when they're approaching scalability limits, giving them enough time to re-architecture poorly designed systems before releases for their services become blocked

– Helped deliver regional load balancing support for internal and external (Google Cloud) services, allowing server owners to enforce keeping traffic within a region

– **Tech stack**: primarily Go, python-like languages, blaze, SQL, other Google specific technologies $Monarch, AlertManager, Boq, Pod, \cdots$

Software Engineer at Snowfall Ltd.   Jan 2022 — Jul 2022

– Developed a distributed microservice API for scheduling and booking multimodal journeys by combining offerings from railway, ferry, and airline providers

– Designed a system for caching and storing schedules and price information from travel providers to reduce latency and increase reliability of the booking API

– **Tech stack**: Python, Go, Pants, Starlette (FastAPI), Nomad, docker, pydantic

Software Engineer at Memgraph Ltd.   Mar 2021 — Jan 2022

– Created an Object Graph Mapper (OGM) python library like *sqlalchemy*, enabling schema validation, using multiple databases and testability of Graph Databases

– Developed streaming graph applications at a biweekly cadence, by leading product development, resulting in 4–7% growth in key product indicators week-over-week

– Consolidated all website sub-domains to sub-directories, with Cloudflare workers, leading to higher search engine rankings and improved control over the website content delivery

– Published internal products on official package repositories, by creating and packaging Docker images and PyPI packages, resulting in wider product adoption and improved ease-of-use

Software Engineer, Tutor (Independent)   Feb 2019 — Mar 2021

– Developed a proof of concept tennis club website with Java Spring and React

– Wrote unit, integration, and end-to-end CI/CD tests with GitHub, newman, C# and SQL stored procedures

– Taught Python, C# .NET Core, and algorithms to 3 engineering students

Software Engineer at Addiko Bank d.d.   Feb 2019 — Sept 2019

– Created a unified API system to query data warehouses from multiple banks, by designing and developing an object relational mapper, increasing loan approval calculation precision by 5%

– Mentored a team of two analyst-turned-software-engineers, by teaching them system design and software engineering principles, helping them transition successfully

EDUCATION

Master's degree, Computer Science

University of Zagreb, Faculty of Electrical Engineering and Computing, Croatia
Poznań University of Technology, Faculty of Computing, Poland (Student Exchange)