Steffen Reindl

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Skills and Experience

PriceHubble, Site Reliability Engineer, **November 2020 – Current**

Maintained and developed tools for a large-scale Kubernetes cluster. This served as the basis of infrastructure to product teams.

Started a cultural shift towards developer empowerment and autonomy, away from a classic Ops/Dev split. The incentives and final structure were modelled after the classic SRE literature.

Transitioned company to new BI infrastructure based on GCP's BigQuery.

Ryte, Backend Software Engineer, **May 2017 – Sep 2019**

Maintained a Scala web crawler central to the company, distributed over YARN and Flink, analyzed by a Scala service written in Spark. This system is running on AWS EMR, and was subsequently improved to support Javascript rendering and crawling single-page applications by controlling Chromium.

Planned and implemented a personal development programme for engineering, involving space for self-directed learning, opportunity to conduct R&D. This led to a number of useful tools being developed.

Education

Technical University of Munich, Incomplete B.Sc. Computer Science, (2016 – 2018)

Technologies

Infrastructure	As much as I can I rely on Infrastructure as Code, through whatever tool is most appropriate, for example Terraform, CloudFormation, Helm Charts, ConfigConnector or the Google Deployment Manager.
Kubernetes	I have maintained and developed for several clusters. Istio and Helm were also used.
Platforms	I have used AWS and GCP to power large-scale crawlers, analysis pipelines and ML training clusters.
Databases	Primarily worked with PostgreSQL and variations of SQL databases. In addition I also made heavy use of BigQuery and DynamoDB.
CI/CD	Experience in setting up the software, process and tooling needed to continuously test and deploy services and products.
Programming Languages	Confident engineering skills in in Python, Scala, Rust and Elixir.

Interests & Focuses

Observability	Modern, complex systems are hard to grasp and harder to change successfully, and so having insight into what is happening in production is invaluable. I build systems as transparent and observable as I can.
Systems Design & Resilience	I design systems for failure, which results in simple, but reliable architectures, easy to maintain and expand.
Tooling	I am very fond of having good tools to work with, and will create and maintain tools that enable and simplify future changes.