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Skills and Experience

Liveware Problems, Co-Founder, **March 2020 – Current**

Founded and started Haruspex for insight into CI pipelines.

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)

Programming Languages

Scala	Go-to language for implementing services, specifically the Akka ecosystem; also possessing experience of the Typelevel family of libraries.
Python	Proficiency in building robust services and rapid prototyping
Elixir/OTP	Experience in building services for personal projects, and connecting services in a reliable manner. Haruspex is built in Elixir.
Rust	Experience in creating CLI tools as well as agents/daemons for metrics. Also created a desktop application using Rust such as rsass.

Technologies

Infrastructure	I use tools like Terraform and CloudFormation to provision the infrastructure needed.
AWS	I have used Amazon Web Services to power large-scale crawlers and analysis pipelines.
Databases	Primarily worked with PostgreSQL and variations of SQL databases. In addition I also made heavy use of PrestoDB and DynamoDB.
Hadoop	Created and maintained applications on top of Apache Flink, Apache Spark and YARN.
CI/CD	Experience in setting up the software, process and tooling needed to continuously test and deploy services and products.
Containers	Experience in building and delivering containers, and orchestrating them with ECS.

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.