Steffen Reindl

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Skills and Experience

Programming Languages

Scala	Go-to language for implementing services, specifically the Typelevel ecosystem; also possessing experience of Akka-HTTP.
Python	Proficiency in building robust services and rapid prototyping, experience in basic machine learning (Gensim/Keras), and data science.
Elixir/OTP	Experience in building highly-available services to be used as building blocks in an infrastructure; also some experience using Phoenix as web-development backend.
Rust	Experience in creating CLI tools that do specific, small things well, as well as agents/daemons for metrics. Also created a desktop application using Rust and `web-view`

Technologies

Metrics	What isn't measureable is not actionable. I add metrics and logs to any service I write, as well as supporting infrastructure like dashboards and log aggregation.
Infrastructure	I use tools like Terraform and CloudFormation to construct all my infrastructure from day one.
AWS	I have used Amazon Web Services in a professional setting to construct, load-balance and maintain complex, distributed services.
Databases	Primarily worked with PostgreSQL and variations of SQL databases. I have also used NoSQL databases like Redis.
CI/CD	Experience in setting up the software, process and tooling needed to continuously test and deploy services and products.
Docker	Experience packaging services to be used with Docker and integrating Docker into the build process.

Interests & Focuses

Functional Programming	I take cues and ideas from maths in order to reduce the amount of bugs and complexity in my code.
Systems Design	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.

Employment

Ryte, Backend Software Engineer, 2017 – present.

Conducted R&D in a small team, developing algorithms, libraries and prototypes for the company in a variety of languages and technologies, where I used machine learning (Gensim/word2vec) to categorize and improve website content.

Maintained a scala web crawler central to the company, distributed over YARN and Flink, the outpout of which is analyzed by a Scala service written in Spark, running on AWS EMR.

OPEN-SOURCE WORK AND SELF STUDY

logrs (Github)

Created to keep track of what was done during a day, for easy status reports and updates, as well as a way of recapturing of what was achieved. These notes are then grouped by day and archived in a central location.

Path of Beancounting (Github)

Light-weight desktop application for the game Path Of Exile, which gathers statistics from various sources, and displays them to the user. Most of it is written in Rust, while the front-end is written in `web-view` with `react.js`.

Currently working through *Haskell From First Principles*

EDUCATION

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

Abitur (A-levels), Asam Gymnasium, Munich

Average Grade: 2.8

REFERENCES

Available on request.