# Steffen Reindl

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### SKILLS AND EXPERIENCE

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, basic experience in data sci-

ence.

Elixir/OTP Experience in building services for personal projects, and connecting services in a reliable

manner.

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

Infrastructure I use tools like Terraform and CloudFormation to construct all my infrastructure from day

one.

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.

process.

#### Interests & Focuses

Metrics What isn't measureable isn't actionable. I add metrics and logs to any service I write, as

well as supporting infrastructure such as dashboards and log aggregation.

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.