Nir Alon

**Permanent Resident |** +1 (480) 689-3568 | **[Portfolio](https://niralon.github.io/)**

B.Sc Software Engineer, Minor: Software & Cybersecurity

# Summary

Experienced Backend Engineer specializing in designing and implementing secure, efficient, and scalable production systems. Seeking opportunities to apply and expand my backend and infrastructure skills.

# Skills - Python, Go, Bash, Multithreading, Asyncio, Microservices, Flask, FastAPI, Django, Linux, Jenkins, Docker, Kubernetes, CI/CD, MongoDB, Elastic stack

# Experience

# *Software Engineer, Freelance, Jan 2025 - present*

* Providing cloud infrastructure solutions for small businesses, accelerating supply chain workflows through implementation of cloud tools and automations.
* Developing lightweight microservices and client-server architectures using gRPC in Python and Go, enabling seamless communication across distributed systems.

# *Infrastructure Engineer, Appdome, January 2022 - December 2024*

* Collaborated with cross-functional teams to design and develop modular security components that can be flexibly integrated to meet diverse customer requirements.
* Managed a wide variety of challenges spanning multiple programming languages, tools and customer escalations.
* Leveraged multi-threading and core programming principles to efficiently resolve critical production and non-production bottlenecks.
* Transformed monolithic architectures into agile microservices using containerization and diverse cloud services.
* Spearheaded a mobile security test automation suite, integrating advanced cybersecurity tools and elastic data analytics.
* Mentored junior engineers and conducted thorough code reviews to uphold coding standards and accelerate team development.

# *Technical Support Engineer, IBM, October 2018 – January 2021*

* Investigated and solved various technical issues, minimizing downtime for engineers.
* Ensured optimal performance and reliability of software and hardware infrastructure, resulting in improved operational efficiency.