

Contact Details

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Languages

Hebrew: Native
English: Fluent
Swedish: OK

Software & Technologies

Linux server ops,
maintenance &
troubleshooting ♥

Python (2.7, 3.3) ♥
C++ (boost, C++11)
Java (and Groovy)
C# (.Net 4.0 and 4.5)
JavaScript

Git: Plumbing &
Porcelain ♥
GHE, Gerrit, Stash

TeamCity
Hudson/Jenkins

Puppet ♥

Nginx

Maven Lifecycle

Tinkering knowledge:

Ruby (on Rails)
Redis
PostgreSQL
ZeroMQ,
Protobuffs
HTML
CSS & SASS

Experience

01/2016–Now **Spotify Inc**

NYC, US

Senior Software Engineer

Backend Engineer, SRE, DevOps specialist (Cross-Platform client(s) build squad)

- Part of a cross-functional team in charge of improving the build process and infrastructure for all clients (Android, iOS, Desktop (JavaScript))
 - Implementing infrastructure to gather all build data for clients and visualise it in a central dashboard (for data-driven decisions)
 - Improving build times using parallelization techniques and caching (more than 33% build time improvement on iOS)
 - Implementing ownership module for each component in each client
 - from RFC to tooling that provide information and enforcement
- Part of a cross-organisational team of SREs for incident management with various responsibilities:
 - All-purpose on-call for any incident that affects users whatsoever or impedes development process on a significant scale
 - Advising and consulting squads on best practices in all matters dev, ops, scalability and whatever needed to get their services to work in production.
 - Capacity planning and failover exercises to make sure Spotify can serve users 24/7/365 (e.g: Preparing for increased traffic around holidays).
- Representing the organization and talking in various meetups and conventions
- Part of the hiring process - conducting technical and soft interviews and making sure Spotify hires the best engineers/people
- Active role in the organization's "Leadership Circle"

07/2014–01/2016

Spotify AB

Stockholm, Sweden

Senior Software Engineer

Backend Engineer, SRE, DevOps specialist (CI/CD squad)

- Enhancing and maintaining the CI/CD infrastructure across the organization - infrastructure required to develop the Spotify clients for all imaginable platforms (Android, iOS, Web, Windows, Playstation, cars, etc')
 - Migrating the entire organization from Gerrit to Github Enterprise for VCS
 - Operating and optimizing one of the largest TeamCity servers in production for build server
 - All the binary repositories (Debrepo, PyPi for Python, NPM for Node, Artifactory for Maven and misc)
- Designing and implementing services to enhance the CI/CD environment and address developers pain points
 - Communicating with stakeholders and developers from the different clients to map pain points
 - Architecting, designing and implementing solutions from scratch to production
 - Example service: Integrating TeamCity and Github Enterprise with a 'bridge' that triggers multiple configurations in TC per Pull Request / Push event, aggregates the results and gives feedback on the PR back to devs for a better feedback loop
- Making sure all services mentioned above (house-grown and 3rd party alike) meet best practices:
 - All services are managed as roles in configuration management (Puppet), normalized 100% and new servers can be re-provisioned with a push of a button
 - All services are 100% backed-up and all data can be recovered in case of a catastrophe.
 - All services are monitored with basic core and business metrics (from CPU to service availability) using Elastic Search / Logstash / Kibana setup for log visualization and PagerDuty alerting
 - Regularly scheduled "swap-weeks" to make sure that the above is actually verified and getting hands-on experience in going through the motions required to failover to a new server

2013–07/2014

HP Software - R&D

Yahud, Israel

Senior DevOps Engineer

Maintaining and enhancing the Continuous Integration and Continuous Deployment engine supporting all R&D of our business unit.

- Architecting CI/CD flows and release cycle for a complex Enterprise-level product developed by over 200 developers worldwide (Israel, US and China).
- Extensive enhancement of Jenkins CI - developing plug-ins and automation tools for CI maintenance and capabilities
- Supporting infrastructure of entire dev process:
 - Stash Git repo management
 - Nexus binary repository
 - Puppet and Vagrant deployment
- Leading cultural change and best practices (Git workflows, DRY, Scrum, etc')

- 2012 **AlgoWiz - Algo-trading startup** Tel-Aviv, Israel
Senior Software Engineer
Maintaining and enhancing the framework responsible for the real-time trading with the different Exchanges. Head of Devops.
- Developed infrastructure for automatic dev-environment deployment.
 - Created infrastructure for Continuous Integration and testing.
 - Embedding best practices (small commits, TDD, tests as live code documentation)
 - Moving the dev and production platform from Windows to Unix.
- 2011 **VisionMap - Aerial survey & digital mapping** Ramat-Gan, Israel
Software Engineer
Part of the flight-software: On-flight, real-time, performance-critical software that collects data from various hardware source (GPS, cameras, gyroscopes and more) for processing.
- Deep experience in TDD/BDD and Agile.
 - Created an in-house system for Integration/Deployment tests.
 - Solving infrastructure problems (3rd party libraries, platform issues and more)

Education

- 2009–2011 **Graduate student** Ben Gurion University, Israel
Graduate student at the Math department at the Algebraic Combinatorics field.
- 2006–2009 **B.Sc Computer Science / Math** Ben Gurion University, Israel
Bi-disciplinary program at Ben Gurion University.
Graduated with honors

Awards

- 2009 **Honorary summer scholarship** Ben Gurion University, Israel
Summer scholarship funding and permission for starting Graduate studies at the last semester of being an Undergraduate

Army Service

- 2003-2006 **Israel Defence Army** Mandatory Service
Started as an infantryman, promoted to a squad leader and finished service as a division sergeant.

Added Value

Software development, craftsmanship and engineering has always been a passion of mine. It is a privilege to be able to make a living off of a hobby I enjoy pursuing. I have been tinkering with software since childhood and have been writing and designing software which is effective, readable & maintainable since. I have evolved and matured with my experience as a software engineer and I strive that my work will be guided by:

- "Done is better than Perfect"
- "Make data driven decisions" (It's immensely satisfying to see the results of your work make a visual and measurable impact on a key metric graph)
- "A line of code is written once but is read many times"
- "Be Pragmatic"

I am a good people manager and product owner.

I love being part of the big picture and make sure everyone are happy and on the same page.

I cultivate strong communication skills based on honesty, transparency and openness.

A strong negotiator and conflict diffuser. Well rounded in soft skills.