

Sebastian Di Luzio

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Summary

I'm a Senior Software Engineer focused on full stack web development all around TypeScript.

I like focusing on developer experience and shared solutions to enable other developers, leveraging shared libraries, systems like CI/CD or creating first party tooling within the company.

When it comes to building features for end users, I enjoy taking end to end ownership, including both the backend and actual user interface.

Providing technical leadership is a role I flourish in, be it organizing initiatives such as software guilds, adopting new technologies or defining architectures for entire systems.

Experience

IU International University

April 2024 - present; Technical Lead, Senior Software Engineer

Technologies used: TypeScript, Node.js, Nest.js, Vue.js, Single-SPA, Tailwind, AWS, Docker, GitLab, PostgreSQL

Overview: Building and maintaining the foundation of the platform for students. Providing core services and utilities as well as a platform for feature teams to build upon, enabling multiple cross department initiatives to bring a new user experience to over 150K students.

Highlights:

- Enriching the developer experience
- Orchestration of 15+ microfrontends by 9+ teams
- Stewardship of a shared component library
- Highly scalable multi-brand setup with minimal overhead by leveraging complex CI/CD pipelines
- Custom communication system between native (iOS, Android) apps and embedded web views

IU International University

October 2021 - March 2024; Software Engineer

Technologies used: TypeScript, Node.js, Nest.js, Vue.js, Tailwind, AWS, Docker, GitLab, GraphQL, MongoDB, PostgreSQL

Overview: Moving across multiple teams for both existing products as well as new initiatives to bring the product and technical platforms to the next level.

Highlights:

- Microservices providing complex use cases like offline sync for native apps
- Leading company wide topics across software engineering guild and community of practices
- Microfrontends that are used across platforms within multiple clients
- Establishing standards for tooling and formatting across multiple teams and projects
- Migrating from Bitbucket to GitLab, reworking CI/CD to provide a shared pipeline approach

flint.gg

August 2018 - July 2021; Co-Founder, CTO

Technologies used: TypeScript, Node.js, Nuxt, Vue.js, AWS, GitHub, PostgreSQL

Overview: Founding of startup for a social network that connects gamers across games and platforms by enabling them to easily represent themselves. Worked with designers and developers to bring the product to life from scratch, convincing multiple accelerators and investors.

Highlights:

- 50k+ user sign-ups
- Dev-Lead for teams of up to 5
- Implementing multiple Game-APIs
- Building core systems like authentication, chat, matchmaking
- Collecting 180.000€ in funding

Education

Technical University of Munich Computer Science - Games Engineering, BSc; 2019.

Side Projects

MagiBot A Discord bot that helps voice-chat focused servers build communities. It is currently serving 1.000.000+ users in over 2500 guilds: [MagiBot](#)

home-cluster Collection of helmcharts and configuration to define the infrastructure of a self hosted kubernetes cluster running on four arm-based nodes: [home-cluster](#)

api-trader-game A self hostable game server to run a cooperative idle crafting and trading game which federates with other game servers using the [ActivityPub](#) protocol: [api-trader-game](#)

Languages German (native), English (native)