Alex D'agostino Aleksandrov - Full Stack / IoT Developer

About Me

I am passionate about **hardware**, **software**, and **automation** — especially the intersection where they all meet. Throughout my career, I've worked in **hybrid** roles that bridge **software development** and **DevOps**, allowing me to follow the entire lifecycle of an IoT or web product. From designing and building the client-facing applications (**frontend**) to developing the API and business logic layers (**backend**), and all the way to deploying and maintaining the underlying infrastructure, I've been involved in every step of the process. I have extensive hands-on experience in cloud-native environments, working with tools such as Kubernetes, Docker, Argo CD, and OpenShift, as well as with cloud provider ecosystems like Azure DevOps and Azure Pipelines. This background enables me to design, build, and automate reliable, scalable systems end to end.

Professional Experience

Phasefour, Eindhoven, NL | iOS Developer | Salvo Geotracking solution

January 2024 - March 2024

- Developed a battery-efficient user tracking app using client-side geofencing (Swift, SwiftUI, SQLite, iOS).
- Achieved less than 10% daily battery consumption while maintaining reliable background operation.
- Quickly prototyped and optimized under a tight 1-month deadline.

Phasefour, Eindhoven, NL | Full Stack Developer | Salvo Geotracking solutions

March 2024 - April 2024

- Created a geofence drawing tool and project organization platform using C#,
 ASP.NET, Azure services and React.
- Enabled **near-instant geofence suggestions** based on historical data and user location.
- Automated geofence loading and project creation workflows for users.

Phasefour, Eindhoven, NL | Full Stack Developer | Frijado

April 2024

- Designed and built a POC that led to client acquisition, incorporating:
 - React UI and Express backend simulating IoT devices
 - ASP.NET backend with Azure services such as IoTHub, Cosmos DB, Blob Storage, Event hub, Tables

Phasefour, Eindhoven, NL | Full Stack Developer | Frijado

May 2024 - January 2025

- Delivered a full-featured real time IoT dashboard using C#, ASP.NET, React18, Microsoft EntraID, MSSQL.
- Features included **device onboarding**, **monitoring**, **custom rule engine**, **application insights**, and secure auth via Entra ID.

Sense Reply/Gridspertise

February 2025 - September 2025

- Working on distributed system architecture with technologies such as Go, Rust, Wasm,
 Dapr, Openshift and many more.
- Key contributions:
 - Integrating apps with **OpenTelemetry** standards for metric collection
 - Integrated monitoring and observability through Prometheus and Loki for metrics and log aggregation.
 - Developed and deployed Twelve Factor Applications
 - Designed an Observation API integrating with InfluxDB and MongoDB
 - Removed technical debt through refactoring or full rewrites
 - Reduced CPU usage by 10x and RAM by 15x across multiple microservices
 - Added comprehensive documentation and OpenAPI/AsyncAPI specifications

MSC Technology (Turin) - Full Stack/Devops

*September 2025 - Present - Working on the myMSC portal, improving bookings, schedules, file transfers, quotations and more (JS/TS, React + Vite, .NET8, .NET Framework) - Greatly improved microfrontends, facilitating migration from nx to vite - Removed high and critical vulnerabilities from client applications - Improved legacy monoliths (.NET Framework) - Broken down monoliths into lighter microservices (.NET 8 + React + Vite) - Deploying and monitoring Azure resources - Writing Azure pipelines for CI/CD

Open Source Contributions

I actively improve tools I use daily, including:

- vscode neovim
- dapr
- ascanius config library

Education

Liceo Classico Antonio Canova, Treviso 2016 - 2021

Technical University of Eindhoven (TU/e) 2021 - 2024 Bachelor of Computer Science

Languages

- Italian (Native)
- Serbian (Native)
- English (Academic)
- Spanish (Conversational)

Find me on

- LinkedIn
- Github

${\bf Updated} \,\, {\bf cv}$

In case you wish to keep an eye on my cv, you can find the latest version on Github