Introduction

What must you do?
You must submit an application
and enclose a Curriculum Vitae.

Regardless of how long your life is,
the Curriculum Vitae should be short.

Be concise, select facts.
Change landscapes into addresses
and vague memories into fixed dates.

Of all your loves, mention only the marital,
and of the children, only those who were born.

It's more important who knows you
than whom you know.
Travels – only if abroad.
Affiliations – to what, not why.
Awards – but not for what.

Write as if you never talked with yourself,
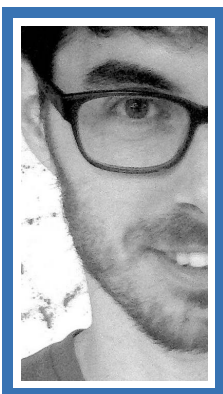as if you looked at yourself from afar.

Omit dogs, cats, and birds,
mementos, friends, dreams.

State price rather than value,
title rather than content.
Shoe size, not where one is going,
the one you are supposed to be.

Enclose a photo with one ear showing.
What counts is its shape, not what it hears.

What does it hear?
The clatter of machinery that shreds paper.

Writing Curriculum Vitae / Włslawa Szymborska (1923–2012)

Almog Kurtser

Curriculum Vitae

Experience

2011–Present **Software Developer**, KLARNA, Tel Aviv.

Delivered, operated and maintained high quality software, used by millions of consumers and many thousands of merchants:

- Built a real-time data-enrichment service that translates (textual) transactions to product images, processing 1M jobs/day while handling wildly varying throughput with minimal latency.
  Enabled by KAFKA + NODE.JS, JENKINS CI/CD pipeline, real-time monitoring with GRAPHITE/GRAFANA, deployed with DOCKER on AWS.
- Developed Klarna's largest consumer facing system - started as classic RoR and evolved into a REACT Single Page App + RAILS backed API, serving and aggregating content from dozens of microservices.
- Designed and developed Klarna's merchant facing order management system, improving the everyday lives of many thousands of merchants.
  Based on RAILS, ANGULARJS, SINATRA (for API + OAuth 2) and a SOLR search server.
- Klarna's first non-manual merchants onboarding system.

2007–2009 **Software Developer**, KALTURA, Ramat Gan.

Joined as the 3rd developer, built a video editing, management and streaming platform as well as PYTHON based automation tools.

2006–2007 **Software Developer**, ZONE4PLAY, Tel Aviv.

Migrated an http polling based FLASH gaming platform to work with Sockets against a Java EE backend.

2003–2006 **Criminal Investigator & Computer Forensics Analyst**, *The Central Unit for Special Investigations*, IDF (mandatory regular service).

Leading dozens of investigations of different crimes (frauds, thefts, weapons dealership, drugs and violence).

Education

2009–2011 **Computer Science and Mathematics**, *The Open University of Israel*.

Presentations

2017 **Git Under The Hood**.
Live coding exploration of git's object model and operations using plumbing command.

Software Devlopment skills

Basic HASKELL, LATEX, POSTGRES, REACT
Intermediate JAVASCRIPT, NODE.JS, LINUX, VIM, JENKINS, DOCKER, CHEF
Advanced RUBY, GIT

Languages

English **Native speaker**
Hebrew **Native speaker**
Swedish **Just enough to order wine of your selection.**

Volunteering

2014-2017 **Herzelia Loves Animals**.
Rescuing, fostering and finding new homes for stray dogs

Interests

- Bread baking
- Looong distance hiking
- Fantasy & Sci-Fi
- Cooking
- Trail running