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John Doe

LinkedIn Profile
Website | Github

Senior Software Engineer

Software Engineering - Distributed Systems - Developer Tooling

Experienced Software Engineer delivering scalable backend systems across distributed environments and cross-functional teams.

Software engineer with over ten years of experience building scalable backend services, distributed systems, and developer tooling. Focused on writing clean, maintainable code and collaborating effectively across teams to deliver reliable software at pace.

Career Highlights

Highlight one: Led the migration of a monolithic payment processing service to a microservices architecture, enabling independent deployments and reducing team release cycles from two weeks to daily with no regression in stability.

Highlight two: Designed and built a real-time event ingestion pipeline capable of sustaining peak traffic without data loss, replacing a fragile batch-based approach that had caused repeated customer-facing outages.

Highlight three: Introduced structured observability practices — distributed tracing, standardised logging, and service-level dashboards — across a platform team, significantly reducing mean time to resolution during production incidents.

Strengths Snapshots

- API Design & Development
- Distributed Systems
- Cloud Infrastructure (AWS)
- Test-Driven Development
- System Design
- Code Review & Mentorship
- CI/CD Pipeline Automation
- Database Design
- Observability & Monitoring

Software Engineering Experience and Milestones

Senior Software Engineer, Stripe, Netherlands, Amsterdam, Remote — March 2022 - Current

Part of the developer platform team responsible for internal tooling and APIs used by 600+ engineers across the organisation. Brought in to improve the reliability and consistency of service infrastructure patterns as the platform scaled.

- Led the redesign of the internal service mesh configuration system, standardising patterns across services and reducing deployment times.
- Built a distributed rate-limiting service handling millions of requests per second, improving reliability for payment integrations.

Senior Software Engineer, Datadog, Netherlands, Amsterdam, Remote — January 2020 - February 2022

Worked on the metrics ingestion pipeline responsible for processing billions of data points daily. Joined to help the team tackle performance bottlenecks and extend the platform to support new customer data types at scale.

- Redesigned the metadata enrichment layer, improving query accuracy and reducing per-event processing overhead.
- Rewrote a legacy Go service handling metric aggregation, enabling the team to extend functionality previously blocked by technical debt.
- Set up contract testing in CI, catching breaking API changes before they reached production.
- Mentored junior engineers, establishing Go idioms and code review standards adopted across the backend guild.

Senior Software Engineer, Thoughtworks, Germany, Berlin, Remote — June 2018 - December 2019

Delivered backend solutions across multiple client engagements in fintech and e-commerce. Responsible for technical leadership on client projects from discovery through to production, working closely with product and design stakeholders.

- Designed the core data model and REST API for a payments platform, forming the foundation for the client's first production release.
- Introduced trunk-based development and feature flag practices, improving release cadence and reducing merge friction across teams.
- Built an event delivery system with retry logic and dead-letter queuing, improving reliability for third-party integrations.

Software Engineer, Booking.com, Netherlands, Amsterdam, Hybrid — January 2016 - May 2018

Part of the supply integration team responsible for connecting hotel property management systems to the Booking platform. Worked within a large distributed engineering organisation to maintain and extend high-volume data pipelines.

- Built a sync service processing millions of availability and pricing updates daily from 50+ external partners.

- Developed an internal reporting dashboard that replaced manual data exports, saving significant weekly effort for the operations team.
- Created reusable Terraform modules for service infrastructure, adopted across eight product teams.

Software Engineer, Backbase, Netherlands, Amsterdam, Remote   September 2013 - December 2015

Worked on the core banking platform, contributing to features used by over 30 banking clients worldwide. Joined as a mid-level engineer and grew into ownership of key modules within the notification and scheduling subsystems.

- Migrated email and notification templates from a legacy Velocity engine to a modern React-based renderer, improving customisation speed and flexibility.
- Fixed a critical bug in the scheduling module that had caused intermittent failures in overnight batch jobs for multiple clients.
- Wrote API documentation that significantly reduced support tickets raised by client integration teams.

Prior Engagement:

Junior Software Developer, Coolblue, Netherlands, Rotterdam (June 2012 - August 2013)

Software Development Intern, TU Delft — Research Group, Netherlands, Delft (February 2011 - May 2012)

EDUCATION

Master of Science (Computer Science) – University of Amsterdam, Amsterdam, Netherlands
Bachelor of Science (Computer Science) – Delft University of Technology, Delft, Netherlands

TECHNICAL ACUMEN

Technical acumen includes, but is not limited to:

Programming Languages: *Python*, *Go* and *TypeScript*.
Databases: *PostgreSQL* and *Redis*.
Messaging & Streaming: *Apache Kafka* and *RabbitMQ*.
Infrastructure & Cloud: *Docker*, *Kubernetes* and *AWS*.
Libraries & Frameworks: *FastAPI*, *gRPC* and *React*.
Data & Analytics: *Apache Spark* and *dbt*.

LANGUAGE PROFICIENCIES

English (Fluent) and Dutch (Conversational).