

Curriculum Vitae

Tobias Bardino - Senior Software Engineer & Tech Lead



Contact Information

Name: Tobias Bardino

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GitHub:

github.com/buckel-dk/tobias

Education

MSc in Computer Science, 2003

Maersk Institute at University of Southern Denmark

Master thesis in Multi Agent Systems

Languages

Native in Danish, Fluent in English, Conversational German, Swedish, and Norwegian

Interests

Socialising with friends

Skiing

Off-road Adventure Bike (MC)

Mountain Bike

Music (Festivals and concerts)

Summary / Objective

Experienced IT professional with a strong background in software engineering, cloud infrastructure (AWS), and architecture. Proven ability to build and scale complex systems, as demonstrated by achievements such as building a bank from scratch, scaling and modernising the world's largest enzyme database, and re-inventing a water treatment optimisation system. Passionate about technology and continuous learning, with hands-on experience in hobby projects involving hardware (Raspberry Pi, ESP32 and electronics) and software (WebApps, Home Assistant, MicroPython and IoT). Seeking a challenging role where I can leverage my technical expertise and leadership skills to drive innovation and deliver impactful solutions.

Technical Skills

Programming Languages

Typescript (backend + frontend + infrastructure-as-code), Java, Python

Cloud Platforms

Fifteen years of comprehensive **AWS** experience, with deep proficiency in foundational services and a focus on Serverless & Fully Managed solutions, CI/CD, Observability, IaC (CDK), Cost Optimization, Operations, Security, and Audit. Five years of expertise in **Google Workspace**, covering administration, operations, security, and audit functions.

Tools & Technologies

GitHub (PR, CI/CD, Actions, Codespaces), Docker, Kubernetes, Helm, OpenAPI, React/Tailwind/Shadcn, Unit/Integration/System testing, IDE: VSCode

AI: Generative

LMs, Workflows and AI Agents, Neural networks

Operating Systems:

Linux (+25 years of everything), Mac (Super User), Windows (User)

Databases:

SQL (Postgres/MySQL), NoSQL (DynamoDB)

Search

Elastic Stack (ELK)

Architect:

Skilled in software architecture design, often using the C4 model for comprehensive system visualization (especially in AWS architecture design)

Security

AWS Security (ControlTower + IAM Identity Center + SecurityHub), Penetration testing arrangement and planning further actions, OAuth2 (multiple flows), MitID integration

Soft Skills

Tech Lead, Team Lead, ScrumMaster, Kanban

Happily contributed to team growth by coaching junior colleagues

Driver for social events (walks, tech-deep-dive, techie-brekkie, etc.)

Morale booster with an innate ability to maintain team positivity and focus during high-pressure situations

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Work Experience

Senior Software Engineer and Tech Lead

kompasbank a/s

Copenhagen, Denmark | 2019 – 2025

kompasbank.dk

Building a 100% cloud based bank from the ground up (the only bank in Denmark operating independently of a central banking platform).

Tech Lead of a fully cross-functional team of 7-10 people (infrastructure, backend, frontend, data, security, CI/CD)

Designing and building the necessary MVP code to enable the bank to go live in 2021

Scaling from 0 customers to thousands of deposit customers and hundreds of loan customers in just a few years (in multiple european countries)

Senior Software Engineer

Novozymes (part of Novo Nordisk Foundation)

Copenhagen, Denmark | 2016 – 2019

novozymes.com

Building new functionality on the world largest enzyme database system

Designing and implementing a POC, able to scale to serve customers all around the world utilizing service oriented architecture on Kubernetes

Scrum master of a cross functional team of 10

Software Engineer

Krüger (part of Veolia)

Copenhagen, Denmark | 2003 – 2016

kruger.dk

Rebuilding an outdated water treatment system by wrapping working logic into modules and developing a new frontend

Transforming from on-premise servers to a cloud-based SaaS solution

Projects

Build a Home Automation system (up and running for +5 years) with Raspberry Pi's and ESP32 Microcontrollers

Designing and 3D print solutions to everyday problems (car parts, kitchen tools, gadgets - onshape.com)

Build a Computer only using logic gates (Breadboard computer - [breadboard computer](https://breadboardcomputer.net))