

Alex Falcon

Systems Generalist

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Summary

Curious generalist building reliable systems with a taste for weird constraints.

Highlights

- Reduced cold-start latency for services by 47% using a staged prewarming pipeline.
- Consolidated 60+ jobs into a single DAG with clear SLAs and backpressure.

Skills

Programming languages Rust (*advanced, 21 mo*), Kotlin (*advanced, 18 mo*), TypeScript (*intermediate, 18 mo*)

Data/Storage PostgreSQL (*advanced, 39 mo*), Redis (*advanced, 36 mo*)

Platform/Infra Kubernetes (*advanced, 23 mo*), Terraform (*intermediate, 5 mo*), Nix (*intermediate, 5 mo*), Prometheus (*advanced, 21 mo*), gRPC (*advanced, 39 mo*)

Experience

Aug 2022 – Nov 2024 (27 mo) **Platform Engineer**, Acme Orbits, Cloudport, Terra
Rust, PostgreSQL, gRPC, Prometheus, Nix, Terraform, Kubernetes

- **Event Pulse** (*employment*) — Feb 2023 – Nov 2024 (21 mo)
High-rate event ingestion with adaptive batching and idempotent sinks.
Skills: Rust, PostgreSQL, gRPC, Prometheus
Responsibilities:
 - Implemented backpressure-aware gRPC producers.
 - Tuned Postgres partitioning for 2B rows/month.Links: [repo](#), [docs](#)
Contributions: [prom-community/awesome-exporters](#) — Added exporter config examples
- **orbitctl** (*employment*) — Aug 2022 – Jan 2023 (5 mo)
Unified CLI to bootstrap environments and rotate secrets.
Skills: Nix, Terraform, Kubernetes
Responsibilities:
 - Added hermetic builds via Nix flakes.

Jan 2021 – Jul 2022 (18 mo) **Software Engineer**, Nebula Foundry, New Arcadia
Kotlin, PostgreSQL, Redis, gRPC

- **Nebula Graph Sync** (*employment*) — Jan 2021 – Jul 2022 (18 mo)
Incremental sync engine for heterogeneous data sources.
Skills: Kotlin, PostgreSQL, Redis, gRPC
Responsibilities:
 - Designed a resumable protocol with at-least-once semantics.

Mar 2019 – Sep 2020 (18 mo) **Contributor**, OpenAtlas
TypeScript, Redis, Kubernetes

- **OpenAtlas Maps** (*volunteering*) — Mar 2019 – Sep 2020 (18 mo)
Community tooling for map tiling and preview.
Skills: TypeScript, Redis, Kubernetes
Responsibilities:
 - Built tile cache and prerender queue.

Education

- 2016 – 2018 **MSc**, *University of Solaris*, Aurora, Solaris
Distributed Systems
- 2012 – 2016 **BSc**, *Terra Polytechnic*, Terra Prime
Computer Engineering

Courses

- Streaming Systems — OpenLearn (2021)
- Reliable Infrastructure — In-house (2023)

Awards

- Solar Hack 2022 winner
- Infra Excellence 2023 laureate

Certifications

- CKAD (Kubernetes Application Developer)
- HashiCorp Terraform Associate

Languages

- English — C1
- Russian — B2
- German — B1
- Spanish — A2
- Japanese — A1

Publications

- Idempotent event pipelines at scale — TechConf 2024
- Debugging backpressure in production — DevOps Weekly #312

Talks

- Backpressure in gRPC: practical techniques
- Nix for reproducible builds in a multi-repo

Interests

- Retrocomputing
- Boulderling
- Generative music
- Variable typography

Recommendations

- **Dana Ortiz**, Staff Engineer — Mentor at Acme Orbits.
Consistently delivered under pressure and raised the bar for reliability.
Contact: e-mail: dana.ortiz@example.com, LinkedIn: <https://linkedin.com/in/dana-ortiz>
- **Ilya Serebrov**, SRE Manager — Manager at Nebula Foundry.
Pragmatic engineer with strong ownership and great collaboration skills.
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