Gabriel Diegel

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Executive Summary

Creative Software Engineer with 15 years of demonstrated experience in Software Engineering, Solutions Architecture, and Technology Leadership. Deep expertise in Distributed Systems, Microservices, Event-Driven Architecture, and Continuous Delivery. Highly motivated self-starter with a winning mindset and a bias for action.

Currently

Senior Software Engineer at **LeagueApps** in New York, US

Programming languages

Java, Go, Kotlin, Python

Technologies

Spring Boot, WebFlux, Quarkus, Echo, Docker, Kubernetes, Git, PostgreSQL, MySQL, Pub/Sub, Maven, Gradle, Google Cloud Platform, AWS, Terraform, Datadog

Experience

2023-current	**Senior Software Engineer** at **LeagueApps** in New York, New York, US
2019-2022	**Senior Software Engineer** at **Tekton** in Lima, Peru
2018-2019	**Senior Software Development Engineer in Test** at **1&1 Internet SE** in Karlsruhe, Germany
2013-2018	**Test Software Development Engineer in Test** at **1&1 Internet SE** in Karlsruhe, Germany
2010-2012	**Analyst** at **Atos Worldline GmbH** in Frankfurt, Germany
2009-2010	**Software Engineer** at **Fraunhofer Institute for Physical Measurement Techniques IPM** in Freiburg, Germany

Education

2025	**B.Sc.** in Psychology at Universität Hagen, Germany
2009	**Dipl.-Ing. (FH)** in Electrical Engineering at Hochschule Karlsruhe, Germany
	Thesis: *"Development of an automated image analysis software for a fluorescence–based data acquisition system for the detection of airborne microorganisms"*

Projects

2016	retryJ: A retry library for Java

Languages

German: Native, English: Fluent, Spanish: Fluent, Italian: Learning

Articles

2015	"Take your testing DSL to the next level with custom assertions"
2016	"JUnit5—Feeble screams from forests well known"
2017	"Using neo-problem with a pure Spring Boot service"
2018	"Writing a custom test engine with Kotlin"
2019	"Automated acceptance testing"
2019	"Running acceptance tests on GitlabCI"