

Gabriel Diegel

Email: gabriel.diegel@icloud.com

Github: <https://github.com/gdiegel>

Professional 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: <i>"Development of an automated image analysis software for a fluorescence-based data acquisition system for the detection of airborne microorganisms"</i>

Projects

2016	retryj : A retry library for Java
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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"