

ROBBY HORVATH

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EXPERIENCE

DevOps Engineer - Anatomy Financial

October 2024 – Present

San Francisco, CA (Remote)

- Improved product quality by streamlining platform release environment, improving developer tooling and experience, and refining CI/CD pipelines
- Driving culture shift of designing robust, observable, and fault-tolerant software via migration to Temporal
- Key contributor in achieving successful SOC 2 and HIPAA compliance audit through hardening of infrastructure and compliance efforts
- Owned production support channels addressing both user-reported issues and automated alerts, implementing standardized workflows that improved mean time to resolution and customer experience

Software Engineer - IBM Software - MultiCloud SaaS Platforms

January 2024 – October 2024

Durham, NC

- Contributed to the expansion of internal, multi-cloud platform to Azure
- Designed and implemented cross-cloud Terraform module APIs – standardizing infrastructure deployment across hyperscalers
- Contributed to Kubernetes ControlPlane operators for cluster lifecycle management
- Architected and developed a RAG-based LLM chatbot improving customer onboarding efficiency and documentation access

Software Engineer - IBM Cloud Continuous Delivery

June 2023 – January 2024

Durham, NC

- Led major refactoring and increased test coverage in Node.js services, enhancing performance, reliability, and maintainability
- Developed internal tooling for production environment management and troubleshooting, improving operational efficiency
- Improved infrastructure, CI/CD pipelines (Helm, Tekton, Terraform), and observability tooling.

Software Engineer Intern - IBM Cloud Continuous Delivery

May 2022 – Dec 2022

Durham, NC (Remote)

- Delivered production features for IBM Cloud CLI plugin (Code Risk Analyzer), logging platform infrastructure-as-code automation, and endpoint observability systems with New Relic
- Applied Go, Node.js, Terraform, and DevOps practices in multiple product environments

EDUCATION

B.S. Computer Science

Aug 2020 – Apr 2023

University of Pittsburgh - GPA: 3.86/4.00

PROJECTS

Creator & Maintainer - instructor-go

github.com/instructor-ai/instructor-go

- Designed, developed, and maintain a Go library that provides a simple interface for extracting structured outputs from LLMs. Enhanced functionality and performance to drive adoption. Supports multiple popular LLM API providers and streaming outputs.

mjc (MiniJava Compiler)

Code available upon request

- Developed a compiler for MiniJava (subset of Java) with the target language of MIPS assembly using Java, JFlex (lexical analysis), and JavaCUP (parsing).

TCP Implementation

Code available upon request

- Developed a subset of the Transmission Control Protocol (TCP) in C, featuring concurrent packet timeouts for packet loss recovery.

SKILLS

- **Languages:** Go, Python, JavaScript (Node.js), Terraform, C, Java, Rust, Haskell
- **Technologies:** GNU/Linux, Git, CI/CD (GitHub Actions, Tekton, Travis), Cloud (AWS, GCP, Azure, IBM Cloud), Databases (PostgreSQL, NoSQL, vector), Containers, Temporal, Kubernetes