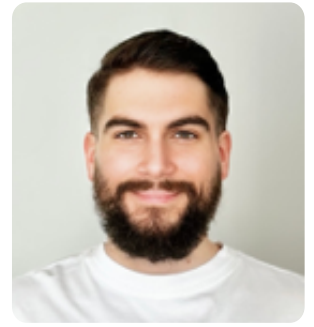


# Michael Christian

## Senior Backend Engineer



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[linkedin.com/in/miklos-kristyan](https://www.linkedin.com/in/miklos-kristyan) • [github.com/kmikiy](https://github.com/kmikiy)

## Professional Experience

Wallz - 3D Virtual Tours • [wallz.io](https://wallz.io)

### Co-Founder / Staff Engineer

Remote  
2023 - Present

- Setup hosting in AWS using Amplify, Lightsail S3 and CloudFront.
- Identified and utilized the most suitable technologies for a rapid product launch.
- Researched technologies for efficiently displaying equirectangular images.
- Developed and executed email marketing campaigns using MJML and Postmark.
- Setup Google Search Console and Google Analytics.
- Created a pipeline for transforming Blender 3D models into virtual tours.
- Designed the backend architecture using Go and Postgres.

Toggl Hire • [toggl.com](https://toggl.com)

### Tech Lead

Remote  
2022 - 2023

- Led a team of ~10 developers and guided them in technical decision-making.
- Collaborated with product managers and stakeholders to define project requirements and deliverables.
- Introduced coding standards resulting in a 30% reduction in bugs that caused downtime.
- Created a PR review guideline which caught 50% more bugs before they reached production.
- Delegated tasks and responsibilities to relevant team members.
- Participated in the recruitment and onboarding of new team members.
- Stayed up-to-date with the latest technologies and industry trends.
- Contributed to the overall technical strategy and architecture.
- Implemented initial AI features.

### Senior Go Backend Developer

Remote  
2017 - 2022

- Developed and maintained backend services using the Go programming language.
- Designed and implemented efficient and scalable database structures using Postgres.
- Setup CI/CD pipelines using CircleCI and GitHub Actions.
- Developed the initial RESTful API.
- Contributed to the development of the GraphQL API.
- Deployed and managed applications in Heroku.
- Created and maintained data visualizations and dashboards in Redash and Grafana using PostgreSQL.
- Utilized AWS services for cloud infrastructure.
- Collaborated with other developers and stakeholders to define project requirements and deliverables.
- Performed code reviews and ensuring adherence to coding standards and best practices.
- Identified and resolved technical issues.
- Created CLI tools in Go to automate and speed up work processes.
- Worked with Git and GitHub for version control and collaboration.

Zoosh • [zooshdigital.com](https://zooshdigital.com)

Budapest,  
Hungary  
2016 - 2017

## Software Developer

- Developed and maintained software applications using TypeScript.
- Tested and debugged applications to ensure high-quality and bug-free software.
- Developed an automated event trigger system for a BLE indoor positioning system using Node.js.
- Wrote UI and unit tests for iOS applications using FBSnapshotTestCase and XCTest.

Youwon Hungary

Budapest, Hungary  
2015 - 2015

## C# Backend Developer

- Developed and maintained a RESTful API using C# & .NET.
- Integrated CIB Bank payment system into the application.
- Developed Facebook and Google third-party login integration.
- Implemented billing system integration with szamlazz.hu.

En-Co Software • [encosoftware.hu](https://encosoftware.hu)

Budapest,  
Hungary  
2014 - 2015

## Full-Stack Developer

- Developed functions that fetched information from databases using C# & Entity Framework.
- Created custom Views for an ASP.NET app that was designed to handle public procurements.
- Wrote unit tests for ASP.NET apps.

## Education

### Master of Science, Computer Engineering

Budapest, Hungary  
2015 - 2017  
GPA: 4.85/5.00  
Excellent with Highest Honors

*Budapest University of Technology and Economics*

Specialized in Applied Informatics and Mobile Software Development  
Thesis: Cloud-based Business Service Planning and Implementation

### Bachelor of Science, Computer Engineering

Budapest, Hungary  
2010 - 2015  
GPA: 3.91/5.00

*Budapest University of Technology and Economics*

Specialized in Software Development  
Thesis: Development of a news portal using .NET and iOS technologies.

## Languages

English • Native • 10+ years in USA

Hungarian • Native • 10+ years in Hungary

Spanish • Learning • <2 years in LATAM

## Projects

go-icloud-private-relay • [github.com/kmikiy/go-icloud-private-relay](https://github.com/kmikiy/go-icloud-private-relay)

2021

Go package that detects iCloud Private Relay IP address based on iCloud's egress IP range list.

### Home Automation

2020 - 2022

Implemented various home automation tasks using Home Assistant installed on a Raspberry Pi. These tasks include turning off all the lights when leaving the apartment and automatically adjusting the roller shutters based on the given room's luminance. I actively contributed to the Home Assistant community by creating Pull Requests for Home

Assistant Add-ons.

### **SpotMenu** • [github.com/kmikiy/SpotMenu](https://github.com/kmikiy/SpotMenu)

2016 - 2019

SpotMenu adds Spotify / Apple Music to your macOS menubar. Quickly glance at the top right corner of your screen to check what song is playing. You can easily skip to the next song with using the navigation controls in the popover menu, no need to disrupt your workflow.

### **Facebook Pages - to - RSS**

2015

Developed an ASP.NET Web API project that used Facebook's Graph API to convert Facebook Pages content into an RSS feed. The application provided a webpage to configure the mapping of the Graph API's JSON format to the standard RSS 2.0 format.

### **Instagram Unfollower**

2015

Developed an iOS application that used Instagram's API to fetch users you follow and display them to you in a tinder-like interface. You could swipe left to unfollow or swipe right to keep following. The app was ultimately unreleased due to Instagram's API changes.

### **Vine Compilation Generator**

2015

An automated windows service that used Vine's reverse engineered API to download trending/popular Vines and combine them into one Vine compilation video. The downloaded video ID's were stored in an MS SQL database. Rendering was done by a subprocess that used an FFmpeg script.

### **2D iOS game**

2014

Developed a 2D iOS game using Apple's SpriteKit framework. The game was a side-scrolling platformer where the player had to collect coins and avoid obstacles.

### **BlackBerry World Apps**

2013

Developed various applications and games for the BlackBerry Playbook using the Lua programming language. Unfortunately, the BlackBerry World completely shut down in 2022.

## **Skills**

**General** • Problem solving, debugging, testing, TDD, API design and integration, database design and management, UML, CI/CD, HTML, CSS, git.

**Programming languages** • Go, JavaScript, TypeScript, Swift, Python

**Query languages** • SQL, PostgreSQL, GraphQL

**Backend** • RESTful and GraphQL API design, database design and optimization, security best practices, microservices, monolithic architecture