Sebastian de Castelberg

SOFTWARE ENGINEER

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"Be a Catalyst for Change"

Summary_

Passionate and polyglot software engineer and pragmatic programmer with 15+ years experience in full-stack development and infrastructure automation. Autodidact and problem solver. Loves Vim and Linux.

Work Experience _____

Swisscom (Schweiz) AG Zürich, Switzerland

SOFTWARE ENGINEER

June 2015 - February 2020

- Designed a SaaS web application for financial intermediaries to fully automate customer online identification (PHP, Symfony, PostgreSQL,
- WebRTC, S3, REST)
 Consulted with product management, security and compliance teams to identify key requirements and decomposed feature sets for implementation and integration
- · Coordinated and supervised online identification product development in a team of five developers
- · Set up and maintained automated acceptance test suites (Codeception, Chromedriver, Jenkins, Docker, Docker Compose)
- · Planned and coordinated integration of vendor software and in-housing of third-party infrastructure
- Designed and implemented a white-label crowdfunding platform and marketplaces (Ruby on Rails, PostgreSQL)
- Planned and coordinated customization of white-label services
- Automated digital identification and signing product release process (PHP, Git, Jenkins, Codeception, Docker)
- Set up and maintained CI/CD pipeline (Jenkins, Artifactory, Cloud Foundry, OpenShift)

gorilla software GmbH Zürich, Switzerland

OWNER, SOFTWARE ENGINEER

June 2011 - June 2015

- Rayneer: Designed a Video streaming service (Ruby, Sinatra, Redis, HLS). Implemented peripheral systems for playlist management, video transcoding, load management, and testing (Ruby on Rails, Go, Node.js, Zencoder)
- · Rayneer: Evaluated and designed a personalized music playlist generator (Reinforcement learning, Machine Learning, Ruby)
- · Birom: Designed and implemented an online multiplayer strategy game (JavaScript, Node.js, WebSockets, Redis, MongoDB)
- Fela: Designed and implemented an application framework for a train customer information system (Embedded Linux, Python, Bash, Twisted Matrix). Designed and implemented a VoIP emergency communication platform (Python, VoIP/SIP, Asterisk)
- ScreenConcept: Designed and implemented single page apps and microsites for customers such as Roche, Michelin, Alfred Müller AG, Hieronymus Stationers AG (Ruby on Rails, Backbone JS, JavaScript, Haml, Sass)
- · Coached software teams in Ruby and Ruby on Rails

terreActive AG Aarau, Switzerland

SOFTWARE ENGINEER May 2008 - February 2011

- Designed and developed a system infrastructure monitoring and log analysis software (Python, Perl, Java)
- Designed and developed a centralized user interface (Ruby on Rails, REST, microservices)
- Designed and developed a log analysis and search engine for indexed log querying (Apache Hadoop, Apache Solr)
- Introduced, planned and maintained test-driven development and CI/CD infrastructure (RSpec, Capybara, Jenkins)

Ascom Schweiz AG, Security Solutions

Hombrechtikon, Switzerland

JAVA DEVELOPER March 2005 – March 2007

• Design and implementation of a Voice over IP safety system for road and railway operators (Java, Spring, Asterisk)

Education

University of Applied Sciences Rapperswil

Rapperswil, Switzerland

BACHELOR OF ENGINEERING DEGREE COURSE IN COMPUTER SCIENCE

October 2001 - January 2005

Hamilton Bonaduz AG Bonaduz, Switzerland

INFORMATION TECHNOLOGY APPRENTICESHIP WITH PROFESSIONAL MATURITY

July 1997 - July 2001

Skills ____

Back-end Symfony, Ruby on Rails, Express, Sinatra, PostgreSQL, MySQL, Redis, Linux

Protocols HTTP, REST, HLS, OAuth2/OpenID, SIP **Front-end** HTML5, Webpack, Twig, Haml, Sass, WebRTC

ProgrammingPHP, Ruby, JavaScript, Python, SQL, Bash, Java, PerlDevOpsAWS, Docker, Kubernetes, OpenShift, Docker Compose, Vagrant, Jenkins, Git, Shell, Vim

Languages German, Romansh, English, French (basics)