

# 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 - present

- 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)
- Biom: 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

<b>Back-end</b>	Symfony, Ruby on Rails, Express, Sinatra, PostgreSQL, MySQL, Redis, Linux
<b>Protocols</b>	HTTP, REST, HLS, OAuth2/OpenID, SIP
<b>Front-end</b>	HTML5, Webpack, Twig, Haml, Sass, WebRTC
<b>Programming</b>	PHP, Ruby, JavaScript, Python, SQL, Bash, Java, Perl
<b>DevOps</b>	AWS, Docker, Kubernetes, OpenShift, Docker Compose, Vagrant, Jenkins, Git, Shell, Vim
<b>Languages</b>	German, Romansh, English, French (basics)