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 of 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 that enabled financial intermediaries to to automate fully their online customer identification procedures (PHP, Symfony, PostgreSQL, WebRTC, S3, REST)
- Consulted with the product management, security, and compliance teams to identify key requirements and decomposed feature sets for implementation and integration
- Coordinated and supervised development of online identification product 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 taking in 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 release processes for digital identification and signing products (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 system and search engine for indexed log queries (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*

- Designed and implemented a VoIP safety system for road and railway operators (Java, Spring, Asterisk)

Education

University of Applied Sciences Rapperswil
Rapperswil, Switzerland

Bachelor of Engineering in Computer Science — *October 2001 - January 2005*

Hamilton Bonaduz AG
Bonaduz, Switzerland

Information technology apprenticeship / Federal Vocational Baccalaureate — *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
Programming	PHP, Ruby, JavaScript, Python, SQL, Bash, Java, Perl
DevOps	AWS, Docker, Kubernetes, OpenShift, Docker Compose, Vagrant, Jenkins, Git, Shell, Vim
Languages	German, Romansh, English, French (basic)