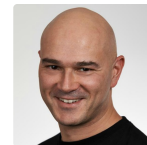# Ales Loncar

Software Engineering / DevOps / Cloud Computing Specialist

Munich, Bayern DE

https://loncar.net/   ✉ ales.loncar@gmail.com
in loncarales   ◯ loncarales

Specialities:
- "The Right Tools for the Job" development philosophy.
- "Boy Scout Rule" - When we make changes to the code base, we should make sure we are leaving it (checking in to repository) cleaner.
- Encouraging "Run What You Build" tenet for improving IT delivery using a DevOps model.
- Advanced research, problem-solving and improvisational skills.
- A passionate team player. I am always eager to work with talented teammates.
- Able to quickly adapt and learn in different environments.
- Like to learn, experiment and utilize new technologies.

SKILLS

Programming Languages

`Bash/Shell` `PHP` `Perl` `Python` `Java` `Go (golang)`
`JavaScript` `C#`

DevOps Toolset & Technologies

`Source Control Managment: GitLab, Bitbucket, GitHub, ...`
`Database Automation: Flyway, Liquibase`
`Continuous Integration (CI): Jenkins, GitLab CI, Bamboo`
`Configuration: Ansible, Vagrant, Terraform, Packer`
`Testing: JUnit, Selenium, PHPUnit` `Deployment: GitLab CI`
`Containers: Docker, Kubernetes, Helm, OpenShift, Rancher`
`Cloud: AWS, Azure, Google Cloud, OpenStack`
`AI Ops: Prometheus, Grafana,`
`Analytics: ElasticSearch, LogStash, Kibana (ELK)`
`Monitoring: Nagios` `Security: SonarQube, Ansible Vault`
`Repository managers: Sonatype Nexus, JFrog Artifactory`
`Collaboration: Jira, Confluence, Slack, Trello`

Database

`MySQL` `MSSQL` `PostgreSQL` `Redis` `MongoDB`

Operating Systems

`Linux` `Unix` `MacOS` `BSD` `Window`

WORK EXPERIENCE (9)

Oct 2021 - Dec 2022
Cloud Engineer at Graylog
📍 **Remote,** ⧉ https://www.graylog.org/

`Terraform + Ansible (Infrastructure as Code)` `Prometheus` `Grafana` `AWS Toolset` `Distributed System Architecture` `Python` `Bash/Shell`

I am a member of the international Cloud Engineering team. We are working to elevate Graylog into a cloud offering and make it the product customers have wanted for years. Some of the mine responsibilities:

- Creating and designing infrastructure architecture and deciding the best design choice between different options
- Troubleshooting design flaws and system bottlenecks
- Automate/Improve all DevOps/Development/Release processes
- Implementation/Development of internal services for monitoring/alerting
- Documenting implemented designs and solutions
- Proposing, planning and implementing further improvements
- Implement best security practices on a cloud infrastructure

Nov 2020 - Sep 2021
Java Architect at Publicis Sapient
📍 **Remote,** ⧉ https://www.publicissapient.com/

`Spring Boot` `Microservices` `Bash/Shell` `Docker` `K8s` `Azure`

I am working closely with the PS FS team. Together we help the client with digital business transformation, product discovery, increasing agility and accelerating software releases. As part of the backend team, I am deeply involved in Java (Spring Boot) and Cloud-Native Architecture on Microsoft Azure.

- Creating and designing software architecture and deciding the best design choice between different options
- Troubleshooting design flaws and system bottlenecks
- Designing and implementing microservice architecture on Azure Kubernetes Service (AKS)
- Improving existing Spring Boot microservices using programming paradigms like Aspect-oriented programming, asynchronous behaviour, Domain-driven design (DDD) and hexagonal architecture, Application Events ...
- Improving existing CI/CD pipelines in Azure DevOps
- Creating software architecture documents and documenting API's programmatically

Nov 2019 - Jun 2020
Senior DevOps Engineer at Publicis Sapient
📍 **Munich,** ⧉ https://www.publicissapient.com/

`Ansible` `Terraform` `Jenkins` `Bash/Shell` `Docker` `OpenShift` `Azure`

Working closely with the client's logistics team to align software project and plan the work with
the development/infrastructure team. Helping streamline teams, speed development, increase agility and accelerate software releases.
The tools we were using are these days buzzwords:
- Running containerize apps with Docker and OpenShift
- Cloud Computing With Azure
- IaC with Ansible, Packer and Terraform
- Automation, automation, automation

- Helping to implement and improving development CI/CD software pipeline
- Helping implement new technologies in development for future deployments
- Providing technical guidance, knowledge transfers and mentorship to peers as required

Sep 2018 - Oct 2019
Infrastructure Engineer / DevOps Practitioner at Accenture
📍 **Munich,** ⧉ https://www.accenture.com/

`Linux/Unix environment and scripting languages (Bash, Perl)` `Go` `Docker` `Kubernetes` `RedHat OpenShift Container Platform` `Helm` `Ansible` `Jenkins` `Nexus` `SonarQube` `Artifactory` `Prometheus` `Grafana` `Terraform`
`Confluence / Jira / BitBucket` `OpenStack`

With my prior knowledge of software engineering and systems, I am providing infrastructure expertise on a team to improve throughput and stability of applications which are running on OpenShift Container Platform.

- OpenShift Container Platform: Migration of existing applications from traditional server world to the world of containers
- OpenShift Container Platform: Implementing CI/CD, testing and monitoring infrastructure in the cluster: Jenkins, SonarQube, Fitnesse, Prometheus, Microservices
- OpenShift Container Platform: Applications and persistent volumes migration from different cluster versions (from 3.6 to 3.9)
- OpenShift Container Platform: Implementing a complete monitoring suite (Prometheus, Pushgateway, Alert Manager) inside the whole cluster

Jul 2018 - Oct 2019
Senior Software Engineer / Software Development Lead at Catenate
📍 **Munich,** ⧉ https://catenate.com/

`Java` `Gradle` `Confluence / Jira / BitBucket` `GitLab` `Jenkins` `Ansible` `Jenkins` `Docker`

Working closely with our client's technical leads and management to align software project and plan the work with the software development team. I actively teach, advise, mentor and train during pair programming, code reviews, tech talks, conference calls. Solving day to day problems, mostly not related to business requirements but instead focus on non-functional elements such as maintainability, manageability, scalability, reliability, testability, deployability, and security.

- Leading technical discussions and debate issues with the engineering team
- I also get my hands dirty cutting code and doing code reviews, meeting with clients, coordination and collaboration to inspiring the team and taking care of that there are no impediments in the projects
- Mentoring and training, pair programming
- Tech talks: Cloud Computing, Containers and Container orchestration, DevOps Myths and Misconceptions, Vagrant, OpenShift

Feb 2016 - Jun 2018
Software Engineer CAD/CAM at Etkon GmbH/Straumann Group
📍 **Munich,** 🔗 http://www.straumann.com/

`Perl` `Ansible` `GitLab` `GitLab CI` `Docker` `Kubernetes` `Go (golang)` `MySQL` `Redis` `Microservices`

I am part of a Software Development Team in CAD/CAM department which is responsible for: * software solutions to automate CAD/CAM production processes * software solutions for mass processing data in 3D * database-driven production logistics processes * development of interfaces to various IT systems (web services and other protocols) and CNC machines for manufacturing * development of intranet applications to support the production workflow

- Develop new functionality and refactoring of existing functionality
- Processes implementation and improvement (optimization)
- Proactively learn and utilize new technologies, concepts, and procedures as appropriate to project requirements
- Code reviews
- Perceived mentor: training other developers, pair programming

Mar 2013 - Jan 2016
Senior Developer at Travian Games GmbH
📍 **Munich,** 🔗 http://www.traviangames.com

`Agile` `PHP` `Zend Framework` `JavaScript` `AngularJS` `Node.js` `Git` `MySQL` `MongoDB` `Redis` `Jira` `Confluence` `Stash` `Bamboo`

Acting as game / software developer in the Travian 5 Games department. Mostly involved in development of tools for Travian 5 game and building communication layers between Travian 5 game and 3rd party tools. Supported team migration from Gitorious to Stash.

- Agile software development process: sprint planning, user story estimations, retrospectives and daily scrum meetings
- Daily usage of Atlassian tools for more efficient development process
- Develop new functionality and refactoring of existing functionality
- Proactively learn and utilize new technologies, concepts, and procedures as appropriate to project requirements
- Processes implementation and improvement (optimisation)
- Code reviews
- Perceived mentor: training other developers, pair programming

Jan 2011 - Feb 2013
Senior Developer at Central European Media Enterprises
📍 **Ljubljana,** 🔗 http://www.cetv-net.com

`PHP` `Zend Framework` `JavaScript` `jQuery` `Android` `Widevine` `MySQL` `Doctrine`

Developer on numerous projects: Voyo, Common Content Platform, Smart TV development. Working closely with central and local teams developing, integrating and coordinating deployment of new features

- Voyo - Video On Demand Platform (TVOD, AVOD, SVOD, EST, PPV, LIVE Streaming)
- CME Common Content Platform (Zend Framework)
- API's for connected Mobile, Smart TV and STB devices (JSON-RPC, REST)
- Android development (Phone, Tablet, STB)
- Modules for Wowza Media Server
- Video trans-coding workflow implementing Google Widevine DRM

Sep 2000 - Nov 2008
Web Developer at AV studio d.o.o.
📍 **Ljubljana,** 🔗 http://www.av-studio.si

`ASP` `MSSQL` `JavaScript` `XHTML` `CSS`

Developer on multiple web projects build on AV SiteKit (Content management system).

- Programming in ASP with Microsoft solutions
- Network and systems administration
- development and integration of AV SiteKit

PROJECTS (2)

Filmido.com
May 2021 - Current
🔗 https://filmido.com/

`Angular 11` `Tailwind CSS` `Microservices` `Java` `Spring Boot` `NodeJs` `Express` `MongoDB Cloud`

- Startup
- Hire wedding photographers and videographers at affordable prices

Špajz
Apr 2022 - Current
🔗 https://spajz-feinkost.de/

`Wordpress` `Woocomerce` `Kubernetes` `Managed database - MySQL`

- Family 🇸🇮🇸🇮🇸🇮 run startup
- Led by heart ❤
- Slovenian 🇸🇮🇸🇮 Traditional & Boutique Products
- From the producer directly to your table
- Homemade Recipes

VOLUNTEER

Sep 2002 - Sep 2013
Developer/Administrator/Editor at RockOnNet
🔗 http://www.rockonnet.com
📍

`PHP` `JavaScript` `MySQL` `Photography` `Apache` `Linux`

RockOnNet is an online magazine for music enthusiasts. I've developed it in 2002 and it soon became an online think tank for young photographers and writers who wanted to share their thoughts about music. It is still alive and kicking to this day.

- Proactively working as developer, administrator and editor of RockOnNet web magazine.

EDUCATION (2)

1994 - 1999
Software Engineering at Faculty of Computer and Information Science

1990 - 1994
High school diploma at Gimnazija Murska Sobota

AWARDS

2010
Honorable Mention @ Izzivamo Ideje at Si.mobil
4 - 10 place with Android application: KjeSeRoka. The results of the event 'Izzivamo Ideje' Results

CERTIFICATES

2021-03-25
Cloud DevOps Engineer
Udacity
⬈ https://graduation.udacity.com/confirm/YP6JRDKY

2020-09-17
CKAD: Certified Kubernetes Application Developer
The Linux Foundation
⬈ https://www.credly.com/badges/8da32134-2aad-428d-a1e7-27034885c7f5?source=linked_in_profile

2020-08-12
CKA: Certified Kubernetes Administrator
The Linux Foundation
⬈ https://www.credly.com/badges/17e50e2e-6f95-4afe-8204-faccea515805?source=linked_in_profile

2019-07-25
Architecting with Google Kubernetes Engine
Coursera
⬈ https://www.coursera.org/account/accomplishments/specialization/QX4SJ3STA2U6

LANGUAGES

Slovenian
Native speaker

English
Fluent

German
Fluent

INTERESTS

reading

Epic Fantasy   R. A. Salvatore

Drizzt Do'Urden

I am a fan of epic fantasy novels especially from R. A. Salvatore.

photography

My obsessesion with photography gave a birth of an online magazine RockOnNet

cooking/baking

homemade   madewithlove

sourdough

The taste, aroma and texture of a homemade product can never be matched by industrial food. The kitchen is my playground.
Homemade is tasty