



ALES LONCAR

SOFTWARE ENGINEERING / DEVOPS / CLOUD COMPUTING SPECIALIST

ABOUT

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.

WORK EXPERIENCE

October 2021 – March 2022

Munich

Cloud Engineer

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.

Highlights

Creating and designing infrastructure architecture and deciding the best design choice between different options

Troubleshooting design flaws and system bottlenecks

Improving existing CI/CD pipelines with GitHub Actions

Automate and improve development and release processes

November 2020 – September 2021

Munich

Java Architect

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.

Highlights

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

November 2019 – June 2020

Munich

Senior DevOps Engineer

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

Highlights

- 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

September 2018 – October 2019

Munich

Infrastructure Engineer / DevOps Practitioner

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.

Highlights

- 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, Fitnessse, 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

July 2018 – October 2019

Senior Software Engineer / Software Development Lead

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.

Highlights

- 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

February 2016 – June 2018

Software Engineer CAD/CAM

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

Highlights

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

March 2013 – January 2016

Senior Developer

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.

Highlights

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

January 2011 – February 2013

Senior Developer

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

Highlights

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

September 2000 – November 2008

Web Developer

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

Highlights

Programming in ASP with Microsoft solutions

Network and systems administration

development and integration of AV SiteKit

AWARDS

September
2010

Si.mobil

 Honorable Mention @ Izzivamo Ideje

4 - 10 place with Android application: KjeSeRoka. The results of the event 'Izzivamo Ideje' [Results](#)

VOLUNTEER

RockOnNet

September 2002 - September 2013

Developer/Administrator/Editor

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.

Highlights

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

CONTACT



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LinkedIn

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GitHub

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EDUCATION


1994 1999

Faculty of Computer and Information Science

 Software Engineering (incomplete)

1990 1994

Gimnazija Murska Sobota

 High school diploma

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 Windows

Networking

TCP / IP VPN RPC HTTP Security

INTERESTS

reading

Epic Fantasy R. A. Salvatore Drizzt Do'Urden

photography

cooking/baking

