Matteo Bianchi

DEVELOPER RELATIONS ENGINEER · SOLUTION ARCHITECT

✉ matteo@mb-consulting.dev | ⌨ mbianchidev | in mbianchidev | 🐦 @mbianchidev | Ⓜ mbianchidev | mb-consulting.dev

I am a combat sport amateur, willing to fight to reach my objectives; an eSport enthusiast able to lead my team to victory; a gamer / Twitch.tv streamer equipped with a fast reaction time; a tech blogger with a passion for personal finance able to plan for the long run; a metal-head, vocal coach and musician, always ready to find creative solutions to complex problems.

Experience

Developer Relations Engineer / Solution Architect
Redwood City, CA, United States (remote)

Omnistrate (YC W23)
Dec 2023 - now

- Building the DevRel program from ground up, guiding the overall marketing strategy;
- Producing blogs, demo videos, how-tos - growing the awareness metrics 10x across different media;
- Contributing to GTM strategy, product growth, and DevEx - drafting strategies and detailing product action items;
- Supporting Omnistrate customers, translating business requirements into robust architectural designs and successful implementations;

Cloud Native Consultant / Advisor / Fractional CTO
Europe, EU (remote)

Freelancer
Jan 2021 - now

- Consulting and advising a range of companies from startups (Pre-seed, seed, Series A) to large enterprises;
- Cut 30-40% of cloud costs optimizing storage, compute configuration and egress traffic, contextually improved app performance by 15-20%;
- Lowered bugs and incident impact of about 30% via implementation of CI/CD, monitoring, alerting and DAST/SAST techniques;
- Delivered DevOps and Kubernetes courses to more than 100 alumni with a surveyed CSAT of 95%;

Chief Technology Officer
Amsterdam, NH, Netherlands (hybrid)

KubeLab
Oct 2022 - Sep 2023

- Laying down the foundation of the internal Kubernetes Platform, from idea to MVP, driving both tech and business strategy;
- Engineering management of 7 remote engineers, external relations with potential investors and stakeholders;

Lead DevOps Engineer | Site Reliability Engineer
Milan, IT, Italy (on site)

InfoCert (Tinexta Group)
Dec 2018 - Lug 2021

- Lead of a 5-people DevOps Engineering team, managing cloud infra for a product with 8+ million daily users in EU, NA and LATAM;
- Saved an estimated of 2M+ € in costs avoiding SLA breaches when operating as SRE;

Software Engineer
Italy, IT (hybrid)

Various IT Companies
May 2015 - Dec 2018

- Ventured my way in various IT companies, operating in different verticals, mostly as a consultant;
- Learnt about Linux systems, many different programming languages, databases and how to become a senior software engineer;

Skills

Coding	Java (Spring), Python, React (Nextjs), Bash, Go, Nodejs
Cloud	AWS, Azure, Google Cloud, Docker, Kubernetes, Helm, ArgoCD, Grafana, Prometheus, Fluentd, Falco, Kong, Keda, Istio (and more)
DevOps / SRE	Terraform (open-tofu), Ansible, Puppet, Jenkins, GitHub, GitLab, New Relic, Datadog, Sumo Logic, PagerDuty (and more)

Projects

International Speaker - Program Committee - KCD / KubeTrain Organizer - Lecturer
Italy, France, Netherlands & more

Community Work and Public Speaking
Jan 2023 - now

- Speaker: DevOops meetup, Cloud Native Rejekts Paris 2024, DevOpsDays Amsterdam 2024
- Program committee - KCD Netherlands 2023, KubeCon EU 2024, KCD Italy 2024, KCD Netherlands 2024
- Organizer - KCD Netherlands, KubeTrain EU, both endorsed by CNCF
- Lecturer - University of Turin, Computer Science course, Intro to Cloud Native

ChangeGamers - Computational Pathology Research

Nederlandse Kanker Instituut - Antoni van Leeuwenhoek (NKI-AVL)
Apr 2023 - Sep 2023

- Designing and building Azure Cloud Infra for a gamified annotation tool
- Support Computational Pathology and ML/AI Workloads to achieve image pattern recognition on biopsy data

K-Lab - Utility CLI to help you manage k8s clusters in a consistent way

Open Source project - mbianchidev/klab-cli
Oct 2022 - now

- Open-Source foundation of the platform CLI my team and I were building at KubeLab, integrating k8s, public cloud specific APIs and Terraform;