Matteo Bianchi

DEVELOPER RELATIONS ENGINEER · SOLUTION ARCHITECT

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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.

Skills

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

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, responsible for 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 and executing strategies by conducting A/B experiments;
- Supporting Omnistrate customers, translating business requirements into robust architectural designs and successful implementations;

Cloud Native Consultant / Advisor / Fractional CTO

Europe, EU (remote)

Freelancer - here for details

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

Ravenna-Milan, IT, Italy (on site)

Various IT Companies - here for details

May 2015 - Dec 2018

- Ventured my way in various IT companies, operating in different verticals, mostly as a fullstack consultant;
- Learnt about Linux, many different languages, databases, networking and built the toolbox of a senior software engineer;

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 train an image pattern recognition algorithm 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;