

Robin Brämer

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Professional Summary

Versatile Full-Stack Software Engineer and Site Reliability Engineer with deep expertise in Go (Golang) and cloud-native technologies, particularly Kubernetes. Proven track record in developing scalable microservices architectures and enhancing system reliability. Passionate about open-source contributions and continuous learning.

Technical Expertise

- **Primary Languages:** Go (5+ years), Svelte (2+ years)
- **Secondary Languages:** Java (8+ years), TypeScript (4+ years), JavaScript, Python, Shell Scripting
- **Cloud Native Technologies:** Kubernetes, gRPC, Protocol Buffers, Istio, Cilium, Prometheus, Argo, Containerd
- **Databases:** CockroachDB, Redis, PostgreSQL, Etcd, Cassandra, MySQL
- **DevOps & SRE:** Docker, CI/CD, Terraform, Ansible, Monitoring & Logging
- **Peripheral Skills:** React, Next.js, GraphQL

Web Design & Implementation Portfolio

Elefant AI

Pioneering AI agents with deep understanding of 3D worlds, enabling intelligent interactions in Minecraft environments

[View Project →](#)



CNAP Technologies

Developer portal for cloud-native solutions, featuring innovative platform for packaging and deploying applications

[View Project →](#)



Minekube Connect

Cloud-native Minecraft TCP edge network, providing DDoS protection and global connectivity for game servers

[View Project →](#)



Minekube App

Comprehensive management dashboard for Minecraft servers, offering advanced tools for server administration

[View Project →](#)



Professional Experience

Elefant AI - US

Software Engineer (Remote) | July 19, 2024 – Present

- Implemented open-source project (<https://github.com/minekube/gate>) into their agent system
- Developed AI Minecraft agent
- Contributed to codebase improvements, including feature development, bug fixes, and code cleanup
- Assisted with entry into Minecraft community

CubeCraft - United Kingdom

Software Engineer & SRE (Remote) | February 9, 2024 – May 9, 2024 (3 months)

- Designed and implemented scalable Minecraft server hosting platform using Kubernetes, targeting millions of players
- Built the system using Kubernetes and Java Operator Framework
- Designed APIs for the hosting platform
- Collaborated with infrastructure teams to streamline architecture design
- Implemented scalable solutions to handle high-volume player traffic
- Optimized resource allocation for efficient server management

- Developed automated deployment and scaling mechanisms
- Created monitoring and alerting systems for proactive issue resolution

SumUp Limited - German Branch

Junior Software Engineer | January 2022 – December 2023

- Developed "SumUp Backstage," an internal developer portal, reducing onboarding time by 30% for 800+ engineers
- Architected and implemented a secure workflow pipeline for the "Compliance Alert Engine" using Temporal, enhancing compliance efficiency by 25%
- Co-founded a team to improve observability practices, resulting in a 40% increase in system visibility
- Automated the onboarding process for 2,000 existing Git projects, streamlining development workflows
- Implemented standardized naming structure for 800 GitHub teams, improving organization-wide consistency

JustChunks - Remote

Software Engineer & SRE | December 3, 2021 – April 17, 2023 (1 year)

- Engineered scalable microservices architecture for game backend
- Implemented and optimized Kubernetes deployments for game servers
- Developed CI/CD pipelines for streamlined game updates and deployments
- Implemented monitoring and logging solutions for game performance tracking
- Designed resilient and scalable game infrastructure
- Implemented a highly configurable and flexible matchmaking system using Agones

Minekube - Remote

Founder & Tech Lead | 2018 - Present

- Developed Minekube Connect, a cloud-native Minecraft TCP edge network, serving millions of players
- Created Gate, a high-performance Minecraft reverse proxy, optimizing server performance by 50%
- Designed and implemented a DDoS-protected developer platform with public domains for localhost servers
- Actively hiring and leading a team of developers, fostering a culture of innovation and collaboration

MyPvP - Remote

Founder & Tech Lead | 2014 - 2018 (6 years)

- Founded and led a prominent SkyPvP Java edition game network
- Managed a community of 400 average players and 500,000 registered users
- Led a team of 15 members

Open Source Contributions

- Contributed to 106+ open-source projects with over 1,800 contributions in the past year
- Maintained several projects on GitHub, including Gate proxy and Connect network
- Developed Gate plugin template for creating proxy extensions, facilitating community contributions

Education

- **CODE University of Applied Sciences, Berlin** - B.Sc. Software Engineering (August 2021 - Present)
- **Campus Berlin** - IT Assistant (2018-2021)

Professional Engagement

- Active member of the Golang and Kubernetes communities
- Regular contributor to tech forums and discussions
- Continuous learner, staying updated with the latest industry trends and technologies