







# Profile

I'm self-driven software engineer who is passionate about backends, distributed systems, and infrastructures. Eager to apply his experience and knowledge in a practical settings. I'm quick learner who is obsessed by measurements. Preffering simplicity over complexity, data over subjective thoughts and customer needs over tech fashion.

## Skills

- Languages: Go, Java, Kotlin, Python, C/C++, Shell scripting
- Build high-performance, cloud-native backend systems
- API design
- Various frameworks on Java platform: Spring, Guice, MyBatis, VertX, Play, Akka and many more
- · Devops tooling: Terraform, Packer, Ansible, Puppet, dockerization, little k8s
- Monitoring & Observability: USE, RED, SLI & SLO, Prometheus, code intrumentation, o11y platforms
- Able to build cloud infrastructures: AWS, GCP
- CI/CD and whole sofware lifecicle: Jenkins pipelines, Gradle/Maven/Sbt,Flyway/Liquibase

# Experience

Oct. 2019 - Jan. 2020

### Freelance Software Engineer

#### E-Commerce customer

- APIfication and automatization of ordering processes, aggregator of multiple sellers
- Build a complete SaaS solution from sratch in 3 months.
- Neomonolith architecture and monorepository
- Used tech: Kotlin, gRPC, PostgreSQL, Gradle, Liquibase
- Building scalable infrastructure and production environment on AWS (Terraform, Packer, Shell scripts)
- full CI/CD

May. 2019 - Now

### Software Engineer / Co-Founder

#### Unravela startup

- · Crawling and datamining the OSS repositories. Understanding of social aspect of source code
- Business validation of ideas
- Go lang for crawling and data cleaning/preparation
- Python for data analytics and Plotly for visualisation
- · Struggled with product definition

Oct. 2015 - Apr. 2019

### Software Engineer

#### Wirecard

- · Performance tunning and optimalization of Tokenizer.
- Maintenance and implementation of new business requests into legacy payment gateway.
- Redesign of old CI to Jenkins 2.x wit pipelines, migration from Puppet 2 to 3.
- Participating on project, the goal was build Hadoop ecosystem in production for various advanced analytics (Lambda architecture).
- Creating ACL that integrate new Kafka/streaming world with legacy Chargeback system.

Jan. 2014 - Nov. 2015

### Software Engineer

#### YouCon Slovakia

- · Establishing the Continous Integration for company needs.
- Frontend development & design of PEP application
- Integration of SAP CRM (ICI) and Cisco UCCX (message driven architecture).

Oct. 2011 - Dec. 2013

### Java backend developer

### Celum Slovakia s r.o.

- Bugfixing & implementation of new features into legacy Web2Print solultion.
- · Architecture and PoC for nex-gen Web2Print solution.

Dec. 2008 - Sep. 2011

J2EE & SAP WebDynpro Developer RWE IT Slovakia s r.o. Košice

• Maintenance of existing projects, implementation of new requests. Nothing fancy.

Programming in Java (J2EE) & WebDynpro for SAP Netweaver platform.

Mar. 2008 - Nov. 2008

### C\C++ Symbian Developer

Ixonos Slovakia

· Very short experience with Symbian

Jun. 2005 - Apr. 2008

## C\C++ Developer

I.S.D.D. s r.o. Bratislava

- Outsourced in Orange Slovakia where I spent the most of time.
- · Data ingestion from SS7 core network to system Metrica.
- Programming in C\C++ on Unix platform and Oracle DB.

Jan. 2004 - Jul. 2005

### C\C++ Developer

Soluziona Slovakia s r.o. (now Indra Slovakia) Bratislava

• Bugfixing of existing source code and implementation of new requests in 'Energy Readings' domain.

# Open Source

As an enthusiastic programmer and geek, I'm also interesting in OpenSource projects. Doing OpenSource projects is a great school where you have to be a programmer, product manager, tester, all in one person. All my code is available on <a href="mailto:github.com/sn3d">github.com/sn3d</a>.

- Nomic: It's a kind of package manager that helps us with continuous delivery to Hadoop ecosystem. I've
  created declarative DSL that manipulate with HDFS files, HIVE tables and schemas, Oozie coordinators.
- Lime MVC: Lightweight implementation of MVC pattern for Guice. It's no more developed.