

Robin Schroer

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Work

March 2019 – Current » Staff Software Engineer @ CircleCI

In early 2019 I joined CircleCI in a fully remote position and have since found many new challenges while working on config processing, pipelines, and the release of the v2 API.

Technologies: Clojure, PostgreSQL, MongoDB, RabbitMQ, Docker & Kubernetes & Helm, AWS, GCP

January 2017 – March 2019 » Senior Backend Developer @ Ostmodern

In 2017 I moved to London to join Ostmodern, working on the backend for their multimedia CMS Skylark. In January 2018 I took over leadership of the core API framework, along with several supporting services, leading a team of up to five developers. In late 2018 I decided to move to Amsterdam and switched to a remote role.

Technologies: Python & Django & DRF, Elixir & Phoenix, PostgreSQL, RabbitMQ, Elasticsearch, Nginx, Docker, AWS

April 2016 – November 2016 » Backend Developer @ Ablescent

After a short hiatus to work on some side projects, I joined Ablescent as the second developer, working full-time remote. I took ownership over the backend and built it up in close collaboration with the frontend team and the product owner.

Technologies: Python & Django & DRF, MySQL, Nginx, AWS

February 2014 – December 2015 » Co-Founder & DevOps @ Notdienst

In 2014 I co-founded a startup around marketing in magazines for small businesses. I built a full-stack platform to go to market, which lasted until the eventual acquisition.

Technologies: Python & Django & DRF, MySQL, Nginx, AWS, Stripe

2011 – 2013 » Freelance DevOps @ Peerwire

I started my career doing IT freelancing for smaller companies, providing various services like full-stack website management and building custom internal software.

Technologies: Python & Django, MySQL, Apache, C#

Side Projects

- Nebula (not yet released) · Lisp compiler (Self-hosted/LLVM)
- [FrankenWM](#) · Dynamic X11 tiling window manager (C/XCB)
- [Feed2Maildir](#) · Maildir-based feed reader (Python)
- [hmenu](#) · CLI fuzzy finder and launcher (Haskell)
- [dgame](#) · Rudimentary OpenGL 3D engine (D/SDL)
- [hcached](#) · Memcached-compatible network hash table (Haskell)
- [Medusa](#) · Nagios-compatible monitoring system (Python)
- [Nozdormu](#) · Python benchmarking framework
- [Above the Horizon](#) · iOS task manager (Clojurescript/re-frame/Reagent/React Native)

Skills

Other Technologies

- Emacs Lisp - Because I use Emacs (with vim shortcuts) for basically everything
- Git - Everything I do is version controlled
- Hakyll - My blog is built using a quite elaborate Hakyll setup
- LaTeX - The PDF version of this CV is generated using LaTeX
- HTML/CSS/JS - Even as a backend developer you always write some
- Linux kernel - I have successfully submitted smaller patches to the Linux kernel

Languages

- German - Fluent
- English - Fluent
- French - Basic
- Dutch - Basic
- Japanese - Basic