



Sven Njegač

SOFTWARE ENGINEER · PLATFORM ENGINEERING

Badovinčeva 11, Zagreb 10000, Republic of Croatia

+385 91 540 7235 | sven.njegac@gmail.com | September 2nd, 1994 | svennjegac | sven-njegac

“Interested in distributed systems, databases and concurrent programming.”

Experience

Constructor.io

San Francisco, United States

LEAD PLATFORM ENGINEER & ENGINEERING MANAGER

Nov. 2023 - Present

- Custom authentication system, production release and maintenance
- Leading a team of 3 engineers, managing projects, conducting 1on1s
- Interviewing candidates for engineering roles

DEVOPS ENGINEER

Jun. 2023 - Oct. 2023

- New authentication system from scratch, programming + infrastructure
- Development, infrastructure provisioning, CI/CD, automated integration testing

Superbet

Zagreb, Croatia

SITE RELIABILITY ENGINEER

Mar. 2022 - Jun. 2023

- Distributed tracing setup, both infrastructure and application layers
- Kafka connect deployment
- Load testing Kubernetes clusters on AWS with k6.io

LEAD SOFTWARE ENGINEER & ENGINEERING MANAGER

Jan. 2021 - Feb. 2022

- Leading development and maintenance of 13 production services on a betting platform that has 350 000 unique visitors a month, 30 000 bets per hour and 30 000 Kafka messages per second
- Replaced legacy bet acceptance solution. Improved scalability from 80req/s to 6400req/s
- Conducting 1on1 meetings with 4 team members, supporting their technical growth
- Interviewing new candidates, engineering roles

SOFTWARE ENGINEER

Jun. 2019 - Dec. 2021

- Development of an event-driven sports betting system
- Bet acceptance, Payment, Offer and Risk integration
- Responsible for online solution delivery

Asseco South Eastern Europe

Zagreb, Croatia

SOFTWARE ENGINEER

Oct. 2018 - May. 2019

- Server side development of mobile banking applications
- Worked on the in house framework which allows server side control of mobile applications UI
- QR code payment integration

Education

Faculty of Electrical Engineering and Computing, University of Zagreb

Zagreb, Croatia

MASTER'S DEGREE, TELECOMMUNICATIONS AND INFORMATICS

Mar. 2013 - Aug. 2018

- Master thesis: Chess Game Engine Based on Reinforcement Learning
- Bachelor thesis: Design of the Information System for Dental Clinic
- Course: Introduction to Java Programming Language (M. Čupić)
- Course: Solving Optimization Problems Using Evolutionary Computation Algorithms in Java (M. Čupić)

Skills

Languages	Go, Java, C, Bash, Terraform, Cloudformation
Infrastructure	AWS, Kubernetes, Kafka, CockroachDB, Redis, Prometheus, Grafana
Other	Authentication systems, OAuth 2.0, SAML, gRPC, Distributed tracing

Awards

Croatian National Championship in Physics

Vukovar, Croatia