Sven **Njegač**

SOFTWARE ENGINEER · PLATFORM ENGINEERING

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Experience

Constructor.io   *San Francisco, CA, United States*

LEAD PLATFORM ENGINEER   *Nov. 2023 - Present*

- Everything that matters.
- Designed and provisioned the entire infrastructure on the AWS cloud to meet security compliance and acquire a business license for financial services in Korea.

DEVOPS ENGINEER   *Jun. 2023 - Oct. 2023*

- Everything that matters.
- Designed and provisioned the entire infrastructure on the AWS cloud to meet security compliance and acquire a business license for financial services in Korea.

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   *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
- Introduced: In-house Redis library, Kubernetes health checks, gRPC load balancing
- Design documents, Code reviews, Unit and E2E testing
- System monitoring and service metric collection with Prometheus and Grafana

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
- Analytics module, providing user expenses statistics
- 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	Kubernetes, Kafka, Prometheus, Grafana, CockroachDB, AWS (VPC, R53, EC2, ECS, DynamoDB and more)