



Aleksander Nowak

Platform Engineer

Passionate about programming and large-scale complex distributed systems, with strong fundamentals of DevOps and Cloud architecture. Based in Copenhagen, Denmark.



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TECHNOLOGIES

AWS

Kubernetes

Golang

Terraform

Docker

DataDog

TypeScript

WORK EXPERIENCE

Platform Engineer

ZeroNorth A/S

10/2022 - I dag

Copenhagen, Denmark

SaaS platform for optimising ship voyages, with focus on reducing CO2 emissions.

Experience

- Founded and rolled-out an internal EKS-based container platform product - a reliable, secure, scalable and cost-effective deployment target for most internal workloads of a hyper-scaling organisation, delivering a high baseline DevEx and efficiencies across all phases of the software lifecycle.
- Founded and rolled-out DevSecOps application scaffolding solutions in three programming languages (Go/NodeJS/Python), accelerating time to market and shortening internal development loops.
- Owned multiple Go codebases + written multiple Go-based services and automations.

Site Reliability Engineer

Dixa A/S

09/2021 - 08/2022

Copenhagen, Denmark

Multi-channel Customer Friendship platform for customer service agents.

Experience

- Migrated and modernised EKS-based infra from click/script-ops into CI-driven IaC (GitHub Actions/Pulumi/TypeScript), serving 13 teams (50+ devs).
- Taken ownership of alerting incl. Slack team-based routing (Prometheus/Alert Manager/OpsGenie). Reduced alert notifications by 75% / total alerts by 78%. Reduced MTTack by 38% / MTTR by 91%.

Kontakt: Christian Probst - christian.probst.dk@gmail.com

Jr. Site Reliability Engineer

Dixa A/S

09/2020 - 09/2021

Copenhagen, Denmark

(Included one semester of full-time internship and another, writing a Master thesis in collaboration with Dixa)

Jr. DevOps Engineer

Nordic API Gateway

05/2020 - 09/2020

Copenhagen, Denmark

API Platform for integrating with banks and payment processing.

Experience

- Administrated Azure-based infra (App Services and AKS). Built support tools around AKS/Azure in TypeScript. Build standard Terraform module blocks for infra.

EDUCATION

BSc & MSc in Engineering Aalborg University Copenhagen

08/2016 - 05/2021

Copenhagen

Courses

- Networking (TelCo)
- Distributed Systems
- Service Architectures (Microservices)
- Application Security

UNIVERSITY PROJECTS

Master Thesis: Applying Chaos Engineering into a Cloud-Native Microservice Architecture (Dixa collab)

- Built a Chaos Engineering platform based on Istio service mesh, injecting latency and error code into cross-microservice communication.
- Produced a comprehensive reliability analysis outlining the application's complex failure modes based on its past incidents.

Next Generation OTT Distribution Architecture Supporting Multicast-Assisted ABR (mABR) and HTTP/3 over QUIC

- Defined requirements for a novel solution in video streaming, utilizing QUIC as a primary transport protocol for the industry-leading IP Multicast architectures supporting multicast-assisted adaptive bitrate (mABR) streaming, enabled by HTTP/3 Server Push techniques.

Research into increasing complexity of Software Development in the public cloud

- Focused on Cloud migration and DevOps methodologies. Performed a set of interviews with industry experts, including: Sam Newman, Ken Mugrage, Uretsky brothers of DigitalOcean, John Granger from IBM and many more.

Bachelor Thesis: Modelling of an Event-Driven Architecture from a Monolith (Agillic collab)

- Produced an design for an Evolutionary Architecture of a monolithic system that transforms it into a fully-fledged Event-Driven Microservice Architecture, following the Domain-Driven Design principles.

Microservices for IoT foosball table startup

- Designed and maintained a simple CI/CD pipeline based on GitHub, Jenkins and docker-compose.
- Developed RESTful microservices in Golang using ArangoDB, Swagger and Docker.
- Developed authentication microservice featuring OAuth 2.0 with OpenID Connect in Golang using JWT and Redis.
- Implemented and maintained Kong API Gateway.

INTERESTS

Bass Guitar

Games (Video/RPG/Tabletop)

Finance

Long Board

Music

CONFERENCES

GOTO

CREW

- GOTO Copenhagen 2023 - ROOM HOST
- GOTOpia Chicago 2021 - ROOM HOST (Online)
- GOTO Copenhagen 2021 - ROOM HOST
- GOTO Oslo 2020 - ROOM HOST
- GOTO Copenhagen 2019 - RUNNER

SMPTE 2020 (11/2020)

Speaker

- Title: Next Generation OTT Distribution Architecture Supporting Multicast-Assisted ABR (mABR) and HTTP/3 over QUIC

CERTIFICATES

AWS Certified Solutions Architect – Associate (10/2022 - 10/2025)

Badge: <https://www.credly.com/badges/b780b39a-9c98-4e9f-bccc-d276c6f9f9a9>

AWS Certified Data Engineer – Associate (02/2024 - 02/2027)

Badge: <https://www.credly.com/badges/68e02a94-2ac1-4abb-9b87-65e665922476>