

RABIEH FASHWALL

Senior Software Engineer/Team Lead

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LINKS

[Portfolio](#), [LinkedIn](#)

PROFILE

Dynamic Senior Software Engineer with over 14 years of experience in the software industry, focusing on Cloud Native and web applications. Expertise lies in crafting high-performance solutions using Golang, .NET, and React, while adeptly managing microservices architectures and CI/CD pipelines. Proficient in Kubernetes and containerization, ensuring scalable and reliable deployments across diverse cloud environments. A proven track record of leading teams and projects, driving innovation, and enhancing system functionality to align with evolving business needs. Committed to delivering robust and maintainable solutions that optimise user experiences and operational efficiencies.

EMPLOYMENT HISTORY

❖ **Platform Engineer, anynines GmbH** May 2024
Münster

Building and creating managed services using Kubernetes Operators. Work on Klutch, open source project to simplify data base management.

- Architect and develop custom Kubernetes Operators, automating database operations and reducing management overhead by 70% across multiple clusters
- Lead development of Klutch open-source project, contributing to database management simplification
- Design and implement Crossplane configurations for multi-cloud resource management, reducing infrastructure provisioning time
- Engineer intuitive APIs and CLI tools that simplified complex operational tasks, resulting in reduction in operator intervention and faster onboarding for new team members
- Drive key architectural decisions in microservices design, improving system scalability and reducing deployment failures
- Successfully transform proof-of-concept projects into production-grade solutions, achieving 99.99% uptime
- Develop user-friendly console interfaces that abstracted complex operations, reducing average task completion time for both developers and platform operators

❖ **Senior Software Engineer, Galeria Kaufhof Karstadt** Nov 2023 — Apr 2024
Münster

As a Senior Software Engineer at Galeria, a leading retail company, I play a pivotal role in the development and enhancement of the company's online shopping platform. My responsibilities and achievements included:

- Design and implementation of features in the web shop using Golang, significantly enhancing the user experience and functionality of the platform.
- Spearhead the development of robust microservices, contributing to a more scalable and maintainable system architecture.
- Provide ongoing support for the existing webshop, ensuring high availability and optimal performance.
- Excell in troubleshooting and swiftly resolving complex issues, minimizing downtime and enhancing customer satisfaction.
- Actively involved in the infrastructure management utilizing Kubernetes (K8s), ensuring efficient deployment and scaling of services.
- Leverage AWS cloud services to optimize the hosting and operation of webshop features, achieving improved reliability and performance.
- Utilize Terraform for infrastructure as code (IaC), enabling consistent and reproducible infrastructure deployment, which significantly reduced manual overhead and errors.

❖ DevOps Engineer, fileee GmbH Aug 2021 — Oct 2023

Münster

Improving and maintaining Fileee IT infrastructure. This Ensure that fileee apps and tools run smoothly and always available for our customers using cutting edge tools. like Gitlab CI, ArgoCD, Prometheus, grafana.

- Orchestrated and maintained 3 OTC Kubernetes clusters serving 100,000+ customers, achieving 99.9% uptime through implementation of GitLab CI/CD pipelines and ArgoCD deployment strategies
- Spearheaded migration of critical infrastructure from OTC to Oracle Cloud Infrastructure (OCI) using Terraform, resulting in 30% cost reduction and improved system reliability
- Designed and implemented comprehensive monitoring solutions using Prometheus and Grafana, reducing incident response time by 50% and enabling proactive issue resolution
- Led deployment and management of self-hosted GitLab instance, creating standardized CI/CD pipelines that reduced deployment time by 60% and improved code quality
- Implemented security best practices following OWASP guidelines and SecOps principles, resulting in zero security breaches and successful security audits
- Successfully integrated HashiCorp Vault for secrets management, enhancing security posture and streamlining access control across the organization
- Optimized container orchestration using Docker and Kubernetes, resulting in 40% improvement in resource utilization and deployment efficiency

❖ Software Engineer, Ori Industries Jan 2018 — Aug 2021

Beirut

Developing edge computing platform in a remote agile environment using cutting edge technologies and latest DevOps tools. The platform will provide the same great experience developers have with public clouds (such as AWS) but for close-to-the-user 5G-enabled network virtualized appliances instead of remote datacenters.

- Architected and developed a cutting-edge 5G-enabled edge computing platform, delivering cloud-like experience for network virtualized appliances with sub-10ms latency
- Engineered high-performance microservices in Golang, achieving 40% improved response times compared to legacy systems
- Designed and implemented custom Kubernetes Controllers (CRDs) for cloud management, streamlining deployment processes and reducing operational overhead by 60%
- Developed multi-cloud integration using AWS, GCP, and Azure SDKs in Golang, enabling automated resource provisioning across clouds with 99.9% success rate and 70% reduction in management overhead
- Built robust event-driven architecture using Kafka and NATS Streaming, handling 1M+ messages per second with 99.99% reliability
- Implemented comprehensive testing strategy incorporating DDD, TDD, and Integration Testing, achieving 95% code coverage and reducing production bugs
- Established automated CI/CD pipelines using CircleCI and GitHub, reducing deployment time from hours to minutes and enabling 20+ daily deployments
- Successfully integrated and deployed services on Google Cloud Platform, ensuring seamless scalability and high availability across multiple regions
- Developed and maintained Helm Charts for standardized application deployment, reducing configuration errors by 80% and enabling rapid service rollouts

❖ Unity Software Developer, Room One Nov 2017 — Nov 2018

Beirut

Leading multiple projects for 5G usecases for Ericsson. Participated in the deployment and testing for demos in MWC. Building Unity3D VR projects Build IoT Demos using Python and Unity3D for Live Streaming DemosBuild Live Streaming Apps in Unity3D using 360 Cameras and Oculus RiftResponding promptly to reports of bugs.

- Led development of cutting-edge 5G use cases for Ericsson, showcased at Mobile World Congress (MWC), achieving successful demonstrations with 100% uptime
- Architected and developed immersive VR applications using Unity3D, delivering experiences with sub-20ms latency for optimal user experience
- Engineered IoT streaming demonstration platform integrating Python and Unity3D, supporting concurrent users with 99.9% reliability
- Developed real-time 360-degree video streaming application for Oculus Rift, reducing latency by 60% through custom optimization techniques
- Implemented comprehensive monitoring and bug tracking system, achieving 95% bug resolution rate within 24 hours and maintaining 4.8/5 customer satisfaction

- Created high-performance live streaming architecture, reducing end-to-end latency from 10 seconds to under 1 second while maintaining stream quality
- Integrated multiple 360-degree cameras and VR peripherals, enabling seamless multi-angle viewing experiences with zero performance degradation

❖ Senior Software Engineer, Vanrise Offshore Jan 2012 — May 2018 Beirut

Participated in the design, development, and support of a number of telecommunication web-based application, utilizing .NET, web services, web API, and client-server techniques. Provided technical expertise and organizational skills to a team of developers.

- Led development of mission-critical telecommunication web applications using .NET framework, achieving 99.9% uptime and serving 50,000+ daily users
- Spearheaded major refactoring initiative of legacy telecom products, resulting in 40% improved performance and 60% reduction in maintenance costs
- Engineered scalable web services and APIs handling 1M+ daily requests, reducing response time by 50% through optimized architecture
- Implemented performance monitoring and optimization strategies, identifying and resolving bottlenecks that improved system throughput by 35%
- Established coding standards and architectural guidelines, reducing technical debt by and improving code maintainability scores
- Designed and executed data processing pipelines handling 1TB+ of technical data, improving data processing efficiency
- Facilitated cross-departmental requirements gathering sessions, resulting in 90% stakeholder satisfaction and 30% reduction in revision requests
- Mentored junior developers in best practices and architectural patterns, leading to 40% faster onboarding and improved team productivity

EDUCATION

❖ AOU Jan 2007 — Jan 2011 BSc Information Technology and Computing Beirut

SKILLS

Golang	Terraform
Kubernetes	C#
MicroservicesNET Framework
CI/CD	JavaScript
GCP	Python
AWS	TypeScript
Azure	ReactJS
DevOps	SQL/ NoSQL Databases
DevSecOps	Helm
Docker	

LANGUAGES

English	<i>Native speaker</i>	German	<i>B1</i>
Arabic	<i>Native speaker</i>		

HOBBIES

Chess
Classical Piano

SPEAKER EVENTS

- ❖ **Securing Kubernetes: Practical Workflows and Tools for Enhanced Cluster Protection** Apr 2024
Zürich

An engaging session that delves deep into the world of securing Kubernetes (K8s) clusters through the lens of Open Web Application Security Project (OWASP) best practices. In this comprehensive talk, we will guide you through a structured agenda that covers essential aspects of Kubernetes security, providing practical insights and actionable strategies.

- ❖ **Unraveling Go Anti-patterns: Best Practices for Clean and Efficient Code** Jun 2024
Berlin

Embark on a journey to enhance your Go programming prowess by unraveling common anti-patterns that can sneak into your codebase, hindering maintainability and efficiency. In this insightful talk, I will explore real-world scenarios, providing not just a diagnosis of these anti-patterns but, more crucially, prescribing practical solutions to elevate your Go coding practices.

- ❖ **Mastering golang micro-services: From Design to Deployment** Jan 2025
Oslo

This workshop is designed for both new and experienced Go developers interested in building microservices. It begins with an introduction to microservices architecture, highlighting Go's benefits in this area. Attendees will learn to set up their development environment, understand microservices design, and write efficient Go-based microservices.

- ❖ **Building Infrastructure Tools with Kubernetes Operators and Go** Mar 2025
Zürich

In this hands-on workshop, participants will learn how to build powerful infrastructure management tools using Kubernetes (K8s) Operators written in Go. Kubernetes Operators extend the functionality of Kubernetes by automating complex, domain-specific tasks, and managing custom resources at scale. Through this workshop, attendees will gain a deep understanding of the Operator pattern, best practices in Operator development, and how Go can be used to create robust, production-grade Operators.

CERTIFICATIONS

- ❖ **Certified Kubernetes Application Developer (CKAD)** Jan 2025 — Jan 2027
- ❖ **Kubernetes and Cloud Native Security Associate (KCSA)** Aug 2024 — Aug 2026
- ❖ **Kubernetes and Cloud Native Associate (KCNA)** Jul 2024 — Jul 2026
- ❖ **Certified Kubernetes Administrator (CKA)** May 2022 — May 2025