

Rabieh Fashwall

TECHNICAL LEAD · CLOUD NATIVE & PLATFORM ENGINEERING

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SUMMARY

Technical Lead and platform engineer with 14+ years building Cloud Native and web systems. I lead teams that modernise large-scale platforms — most recently Galeria's online shop — and I'm at my best turning legacy monoliths into maintainable microservices on Kubernetes and AWS. My work mixes hands-on Golang, infrastructure-as-code with Terraform, and the operational discipline — monitoring, incident response, DevSecOps — that keeps services reliable in production. Outside of work I organise Cloud Native Münster and speak regularly at international conferences on Go, Kubernetes and MLOps.

CORE SKILLS

Languages	Golang, C#, .NET / .NET Core, TypeScript, JavaScript, Python, SQL / NoSQL
Cloud Platforms	AWS, Google Cloud Platform (GCP), Microsoft Azure, Oracle Cloud (OCI)
Cloud Native / DevOps	Kubernetes, Docker, Helm, Terraform, Crossplane, ArgoCD, GitLab CI/CD, Prometheus, Grafana, HashiCorp Vault
Architecture	Microservices, Event-driven systems (Kafka, NATS), CI/CD, DevSecOps, GitOps, TDD & DDD
Frontend & ML	ReactJS, KServe, Kubeflow, MLflow, MLOps pipelines

PROFESSIONAL EXPERIENCE

Technical Lead Engineer — Galeria, Münster, Germany Jun 2025 – Present

- Invited back to Galeria after its restructuring under new ownership to lead the engineering team modernising the online shop, setting the code-quality standards and architectural patterns behind a platform built for high retail traffic.
- Design and deliver core web-shop features in Golang, and shape the roadmap for breaking legacy systems into a maintainable microservices architecture.
- Own the infrastructure strategy on Kubernetes and AWS, scaling services to handle seasonal peak loads.
- Drive infrastructure-as-code with Terraform to keep environments consistent and cut manual deployment work.
- Run incident management and root-cause analysis, and coach the team on troubleshooting to bring downtime down.

Platform Engineer — anynines GmbH, Münster May 2024 – May 2025

- Built managed data services as Kubernetes Operators and contributed to Klutch, the open-source project that simplifies database management.
- Designed custom Operators that automate database operations and cut day-to-day management overhead across clusters.
- Implemented Crossplane configurations for multi-cloud resource management, shortening provisioning time.
- Built the APIs and CLI tools that made complex operational tasks approachable and eased onboarding for new team members.
- Took proof-of-concept work through to production-grade services.

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

- Designed and built web-shop features in Golang, improving how customers move through the platform.
- Developed microservices that made the system more scalable and easier to maintain.
- Supported the live webshop, keeping it available and performant, and resolved complex production issues.
- Managed deployments on Kubernetes and AWS, using Terraform to keep infrastructure reproducible.

DevOps Engineer — fileee GmbH, Münster

Aug 2021 – Oct 2023

- Kept fileee's infrastructure running for a customer base of 100,000+ across three OTC Kubernetes clusters, using GitLab CI/CD and ArgoCD.
- Migrated core infrastructure from OTC to Oracle Cloud with Terraform, lowering hosting costs.
- Set up monitoring with Prometheus and Grafana so the team could catch and resolve incidents sooner.
- Ran a self-hosted GitLab instance with standardised CI/CD pipelines and applied OWASP / SecOps practices, introducing HashiCorp Vault for secrets management.

Software Engineer — Ori Industries (Remote)

Jan 2018 – Aug 2021

- Helped build a 5G edge-computing platform that gave developers a public-cloud-like experience close to the user.
- Wrote high-performance microservices in Golang and custom Kubernetes controllers (CRDs) for cloud management.
- Integrated AWS, GCP and Azure through their Go SDKs to provision resources across clouds.
- Built an event-driven architecture on Kafka and NATS Streaming, and maintained Helm charts for consistent deployments; worked test-first (DDD, TDD) with CI/CD on CircleCI and GitHub.

Unity3D Software Developer — Room One

Nov 2017 – Nov 2018

- Led 5G use-case projects for Ericsson, demoed at Mobile World Congress.
- Built VR applications and IoT live-streaming demos with Unity3D and Python, including 360° streaming for Oculus Rift.

Senior Software Engineer — Vanrise Offshore, Beirut

Jan 2015 – May 2018

- Led a major refactor and new version of core telecom products, improving performance and maintainability.
- Gathered requirements with stakeholders across departments and mentored junior developers.

Software Engineer — Vanrise Offshore, Beirut

Jan 2012 – Jan 2015

- Designed, built and supported telecom web applications using .NET, web services and Web APIs.
- Handled and analysed large volumes of technical data, and helped detect and resolve performance bottlenecks.

SPEAKING & COMMUNITY

- **Organiser, Cloud Native Münster** — run the local CNCF community group, curating talks and hosting meetups for the Cloud Native community in Münster.
- **International conference speaker** — named Sessionize *Most Active Speaker 2025*; speak on Go, Kubernetes, platform engineering and MLOps.

Selected talks: Zero to Binary: Building a Production-Ready AI Agent in Go · Kubernetes as the Universal Control Plane · Solving the ML Production Puzzle (Modern MLOps) · Building Infrastructure Tools with Kubernetes Operators and Go · Unraveling Go Anti-patterns · Securing Kubernetes (OWASP).

Events: ContainerDays Hamburg 2026 · GopherCon UK 2026 · WeAreDevelopers World Congress 2026 · Cloud Native Days Italy 2026 · DevOpsCon & MLCon Amsterdam 2026 · NDC Porto 2025 · Cloud Native Denmark 2025 · DevOpsDays Zurich 2024/2025 · NDC Security Oslo 2025.

CERTIFICATIONS

- Certified Kubernetes Application Developer (CKAD) — 2025–2027
- Kubernetes & Cloud Native Security Associate (KCSA) — 2024–2026
- Kubernetes & Cloud Native Associate (KCNA) — 2024–2026
- Certified Kubernetes Administrator (CKA) — 2022–2025

EDUCATION & LANGUAGES

BSc, Information Technology & Computing

Arab Open University, Beirut — 2011

Languages: Arabic (native), English (advanced, C1), German (intermediate, B1–B2).