

Andrea Vos

Full-Stack Software Developer

they/them



Versatile software developer with a proven record of getting things done.

Hello! I'm a software engineer with a passion for clean code and quick problem-solving. I'm experienced in building scalable web applications and robust ETL pipelines, in diverse domains including energy and e-commerce. I'm a jack of all trades, always eager to learn new skills and technologies, to collaborate, to share knowledge and to innovate.

 Delft 

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 +31 

 avris.it/projects

 gitlab.com/Avris

Select skills

- Problem-solving, critical thinking, algorithms & data structures
- PHP, Symfony, Doctrine, JS, (S)CSS, VueJS
- Python, Pytest, Pandas, C#
- SQL and NoSQL databases, ORMs
- Server management: Linux, Windows, AWS, Docker
- Mentoring and leading a technical team

Languages

- **Polish** – Native
- **English** – Fluent
- **German** – Advanced
- **Dutch** – Intermediate

Experience



Novi Labs / ShaleProfile B.V.

 Systems Architect  Rotterdam  June 2018 – currently

- Responsible for the designing, building and maintaining ETL pipelines processing both public and proprietary data on oil & gas production in North America, using python and C#.
- Leading a team of data engineers; recruiting; mentoring.
- Monitoring the setup, addressing operational issues, monitoring and optimising performance – including for example cutting execution time of a TX pipeline from over a week in the legacy setup, to under half a day, and then scaling it to handle conventional wells (~20x the data).
- Maintained company's on-premises servers and AWS infrastructure.
- Implemented an application to schedule, monitor and alert about problems within the internal processes, along with a VueJS graphical interface.
- Built a system for fetching, OCR-ing, parsing and analysing directional surveys; built a 3D map of geological formations in Texas; created a system to manage and benchmark multiple machine learning and time series analysis models to forecast future well production.

Experience






Kolektyw „Rada Języka Neutralnego”

 Co-founder, Activist  Remote  July 2020 – currently

- Created the website zaimki.pl / pronouns.page, both backend and frontend, using Node, Vue, Nuxt. The website is reaching 5M+ monthly pageviews and has 850k+ registered users across 17+ language versions.
- Activism work in the area of promoting inclusive, gender neutral and nonbinary language – especially in Polish, where nonbinary people face unique challenges.
- Organised internal affairs of the collective and coordinated the work of 100+ contributors.
- Managed the project's VPS, including optimisations for rapidly increasing load while keeping it affordable for a non-profit collective.
- Consulted on multiple academic papers and on translations of “singular they/them” into Polish, including for multiple AAA games and published books.
- Developed, performed, and analysed the first and biggest large-scale study of nonbinary language among Polish speakers („Niebinarny Spis Powszechny”; sample size of 3k+), as well as annual follow-ups.



Semigator GmbH

 Full-stack Software Engineer  Berlin  November 2017 – June 2018

- Responsible for maintenance of a legacy CodeIgniter codebase and gradually transitioning it (using a reversed proxy) to a modern, testable Symfony 4 application following the clean code practices.
- Maintained and improved the servers' configuration (Debian, Apache, nginx, PHP, MySQL, Elasticsearch, RabbitMQ, Salt) using Ansible.
- Worked on bringing the platform to the cloud using AWS and moving towards continued deployment and trunk based development.
- Implemented a centralised feature toggles service for a distributed system.
- Took part in the recruitment process for new hires for the company.



Rocket Internet SE

 Senior Software Engineer  Berlin  September 2015 – November 2017

- Developed internal project skeleton “Skyrocket” used to quick-start new businesses – it included features like a CMS, cart, checkout flow, payments, RESTful API, admin panel, and statemachine.
- Collaborated with a team to build ventures such as Vendomo, Zinsgold, and Campsy, and provided support for teams creating Shopwings and Caterwings.
- Developed connectors for many external APIs, such as Podio, Cloudinary, XCOM, IDnow, Salesforce, and Bilendo.
- Implemented a complex price calculation + search algorithm for Campsy, preserving high optimization in terms of speed.
- Performed a seamless migration and refactoring an entire legacy Phalcon application to Symfony3 without affecting live processes or blocking development.
- Awarded Best Overall Hack prize at the Rocket Gaming Hackathon (Unity3d).

Experience



Visual Reporting.dk

 Backend Developer  Szczecin  March 2015 – August 2015

- Developed an interactive JavaScript solution for presenting and manipulating complex tree data.
- Developed a centralized message handler for monitoring and reacting to input from multiple clients.
- Developed an AngularJS module to validate and display a website's trustworthiness via an external provider.
- Created a web scraper and lead crawler based on checking the website's HTTP status, querying for DNS records and scraping screenshots using Selenium.
- Developed an internal sprint management tool, integrating with Redmine and Toggl.
- Created a tool for bulk management of phone call logs.



Dige Interactive Agency

 Backend Developer  Szczecin  July 2013 – February 2015

- Maintained and developed multiple loyalty programs for the employees of Santander Consumer Bank. Functionalities included points management, shop, admin panel, mass SMS and email communication, bulk data import and export, etc.
- Executed a seamless transition to a new edition of the program.
- Developed a loyalty program for a restaurant chain, including a REST API for mobile apps.
- Supported and maintained a recruitment platform for the University of Szczecin.
- Supported maintenance of a couple of Drupal-based websites.



West Pomeranian University of Technology in Szczecin

 Engineer studies in the field computer science  Szczecin  2011 – 2015

- 4th place in Szczecin GameDev Talents competition, for a game written in OpenGL and C++.
- Thesis project: "A Web-based Implementation of an Interactive HDR Image Viewer". The back-end was written in C#. I implemented an algorithm that renders HDR images based on input parameters such as gamma and dynamic range. The front-end side is in HTML+Sass+JS as a custom jQuery extension. Intended for use by the faculty staff to educate students about how HDR images work.