




Tobias Brodersen

<https://tobs.io> | 
tobias@tobs.io | 
tobiasbrodersen | 

Skills	Programming: Go, Python, Nodejs Operations: GCP/AWS, Kubernetes, Terraform, Prometheus Tools: Linux, Git, Vim Languages: English, Danish	
Work	Unity Technologies Software Engineer <ul style="list-style-type: none">• Built tooling to handle Unity’s massive code base.• Implemented large-scale Data Platforms with Kafka, handling 700.000 events/s.• Built Data Processing service for loading data into BigQuery and Snowflake efficiently, Including Access Control.• Golang, Protobuf, Kafka, Kubernetes.	Mar 2020 - Present Copenhagen, Denmark
	Visma e-conomic Operations Enigneer <ul style="list-style-type: none">• Migrated core monolith application from hosting provider to public cloud infrastructure.• Developed on-demand scalable staging environment platform.• Upcycled and migrated ~90 Nodejs microservices to Kubernetes.• Nodejs, Golang, Kubernetes, Spinnaker.	Mar 2018 - Mar 2020 Copenhagen, Denmark
	University of Aarhus Student Network Engineer <ul style="list-style-type: none">• Internet and IP services for 30.000 students and 8000 employees using L3 and L2 protocols and applications, including multiple on-premise data centers.• Built internal tools and services, focused on automating manual tasks.• C#, Python, Git, RANCID.	Aug 2013 - Mar 2018 Copenhagen, Denmark
Education	Technical Gymnasium of Aalborg Student <p>EUX format, standard HTX curriculum with added internship through Aalborg Technical College as a Data Technician</p>	Aug 2013 - Mar 2018 Aalborg, Denmark
Projects	NPF Network Teamlead <ul style="list-style-type: none">• Providing Internet and IP services to 5000+ BYOC participants.• L3, L2, DHCP, DNS, Prometheus, Kubernetes	Aug 2016 - Present