



Full-Stack Developer

Berlin, Germany · Open to remote, hybrid, or on-site roles in Germany & the EU · Open to relocation

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Work authorization: Germany / EU

Driving licence: Class B



SKILLS

Frontend

Angular, TypeScript, JavaScript (ES6+), RxJS, HTML5, CSS3/SCSS · Working knowledge: React, React Native, NgRx, Canvas API, p5.js

Backend, Data & Testing

Node.js, NestJS, REST API design, PostgreSQL (migrations, backups), queues, cron jobs, webhooks, unit testing, Playwright end-to-end testing, test coverage & automated testing · Working knowledge: TypeORM, JWT/OAuth2, microservices, GraphQL, Redis, BullMQ, query optimisation, PHP, CodeIgniter, MySQL

DevOps, Cloud & Observability

Docker, Docker Compose, Kubernetes on GKE (manifests, Helm charts, namespaces, secrets, ingress, deployments, services, pod troubleshooting), GitHub Actions, Argo CD / GitOps, CI/CD, GCP (IAM, secret management, DNS, TLS certificates, reverse proxies, firewalls, Tailscale/VPN), Grafana, SigNoz, Prometheus, OpenTelemetry (dashboards, alerts, logs, distributed traces) · Working knowledge: Terraform, GitLab CI

AI & Automation

OpenAI, Anthropic & Gemini APIs, local LLMs, n8n, RAG, embeddings, vector databases, prompt engineering · Working knowledge: Langfuse (LLM tracing)

Tools & Additional

Git, GitHub, GitLab, VS Code, Cursor, Postman, Agile/Scrum, Linux & Bash, Kotlin (Android Studio), GameMaker Studio 2, Adobe Photoshop, Microsoft Office, CRM/ERP systems (Liniar, ERPnext), PC building & repair, basic robotics

LANGUAGES

Hebrew — Fluent · Russian — Fluent · English — Fluent · German — A2→B1 (actively improving)

COURSES

Technology Incubator for Young Entrepreneurs — Startup Seeds, 2007–2009

Young Business Leadership — Israel Management Center, 2007

Youth Movement Guidance & Counseling — HaNoar HaOved VeHaLomed, 2006

INTERESTS

Technology, science, space, hiking, travel, and personal software & hardware projects.

ABOUT ME

Full-stack developer with a strong frontend foundation and production experience across Angular, NestJS, PostgreSQL, Kubernetes, and AI-powered automation. As the first engineering hire at Pariton.AI in Berlin, I helped build and maintain TypeScript full-stack applications, async integrations, internal tools, observability systems, and AI-driven workflows. I learn new stacks quickly, take ownership from idea to deployment, and enjoy building products that remove repetitive work for users and teams.

PROFESSIONAL EXPERIENCE

Full-Stack Developer — Pariton.AI GmbH, Berlin

Oct 2025 – Jun 2026

First engineering hire; owned features across the full development lifecycle from concept to delivery.

- Built backend services with TypeScript, NestJS, Node.js, and PostgreSQL, and modern frontend interfaces in Angular.
- Implemented asynchronous processing and integrations using queues, cron jobs, webhooks, and background workers.
- Created and maintained Kubernetes manifests, Helm charts, namespaces, secrets, ingress, deployments, and services on GKE; troubleshoot pods and cluster workloads.
- Ran containerized GitOps delivery with Docker, GitHub Actions, and Argo CD; handled GCP platform concerns including IAM, secret management, DNS, TLS certificates, reverse proxies, and OAuth.
- Configured observability dashboards, alerts, logs, and distributed traces with Grafana, SigNoz, Prometheus, OpenTelemetry, and Langfuse.
- Supported code quality through test-driven development, unit tests, Playwright end-to-end tests, and coverage-focused automated testing in CI/CD.
- Built AI-driven automation, including an n8n-based patent discovery workflow that evaluated new patents, supported freedom-to-operate analysis, created work packages, and generated PDF reports.
- Developed e-commerce analytics dashboards and internal full-stack tools, including admin interfaces and an Electron desktop application.

Stack: TypeScript · Angular · NestJS · Node.js · PostgreSQL · Docker · Kubernetes/GKE · Helm · GitHub Actions · Argo CD · Terraform · n8n · GCP · Grafana · SigNoz · Prometheus · OpenTelemetry · Langfuse · Playwright · Redis · BullMQ · Stytl · Postman

DevOps / Platform Engineer — Sea Web Solutions

Remote · 2023 – 2025

Cloud-infrastructure company running managed Kubernetes platforms for SaaS teams.

- Operated and scaled production workloads on Google Kubernetes Engine (GKE) — Helm charts, ingress, autoscaling, secrets, and zero-downtime rolling deployments.
- Automated CI/CD and infrastructure-as-code with Docker, GitHub Actions, and GitOps, standardizing releases across multiple client environments.

Full-Stack & Mobile Developer — W.S.O Apps

Remote · 2020 – 2020

Product studio building cross-platform mobile apps and the APIs behind them.

- Built and shipped cross-platform mobile apps in React Native, from prototype through app-store release.
- Developed the Node.js REST APIs, authentication, and background services powering the apps.

Earlier technical roles

- Branch Manager** — Ivory Computer Store, Nazareth, Israel 2016–2017 — Ran a computer & mobile retail branch: service, repair, sales, team coordination.
- IT Systems Implementation** — John Bryce at Ha'Emek Hospital, Israel 2012–2013 — Led a hospital-wide move from paper workflows to a centralized electronic system.
- Web Developer** — Freelance / Interactive Web Solutions, Israel 2006–2009 — Built client sites with PHP, MySQL, WordPress, osCommerce, and CodeIgniter.
- Computer Technician** — R.S. Computers, Israel 2006–2008 — First tech job: PC repair and diagnostics.

Other experience (non-technical)

- Armed Security** — Jüdische Gemeinde zu Köln 2022–2023 & Jüdische Gemeinde zu Berlin 2018–2019

SELECTED PROJECTS

- DanLabs.net** — Personal portfolio site built with vanilla JavaScript, HTML, CSS, Vite, and a custom Canvas particle engine.
- Stocks Screener** — Personal stock-screening application on a self-hosted Linux home server that I built and administer.
- E-commerce Analytics Dashboard** — Unified sales and business data from several platforms into a dashboard with product, channel, and regional breakdowns.
- Creative & mobile side projects** — React Native Android apps, a GameMaker Studio 2 game, and p5.js creative-coding sketches.

EDUCATION

- Ben-Gurion University of the Negev** — Be'er Sheva, Israel 2014–2017 — Software Engineering.
- Igal Alon High School** — Haifa, Israel 2003–2009 — Completed the accelerated Mofet Excellence program one year ahead of schedule; focus on Computer Science, Mathematics, Physics, Chemistry, and English.