

Hands-on Engineering Team Leader with substantial experience in guiding architecture, development and operations. I'm a happy, passionate guy who is easy to work with. I create conditions for others to do their best work in pursuit of a common objective. Some days I'm coding in the guts of a system, and other days I coach the team or work with product / GTM.

Recent Work Experience

Lead Software Engineer **Kubeshop** **Apr 2022–Present**
Delaware, USA (Remotely from Belgium)

Kubeshop is an accelerator for Open Source startups within the CNCF landscape. I built Monokle and Testkube.

- Led Monokle architecture and development of the commercial offering and Policy Engine. E.g. I built a browser-based IDE in React with real-time validation of problems using WASM and centralized suppressions in NodeJS.
- Led Testkube architecture and implementation of key areas. E.g. I built Insights from scratch to provide analytics across all historical executions using Go, the dashboard has drag-and-drop boards and a variety of reports such as scatter plots or time series graphs made with D3js. I interviewed customers to understand their problems and analytical needs.
- Ran Testkube DevEx/DevOps initiatives such as reducing CI pipelines from 65 to 8 minutes and moving to a monorepo.
- Led Monokle team of 4-7 engineers; incl hiring, firing, coaching, and evolving ways of working; excl salary talks.
- GTM efforts included pre-sales, conferences such as KubeCon, writing thought leadership pieces in The New Stack, measuring AARRR metrics and tweaking funnel bottlenecks, etc. I managed to increase activation by 32% over a quarter through onboarding flow experiments.

Senior Software Engineer **In The Pocket** **Dec 2019–2022**
Leuven, Belgium (Hybrid)

In The Pocket is a digital product studio / consultancy with clients across various industries.

- Built an IoT web app on AWS for TP Vision (Phillips), a video processing pipeline on GCP for The Park (Telenet), and a FinTech mobile app on Sentia for Didid (BNP Paribas Fortis). I also consulted on performance for ITSME's website.
- Reworked architecture to reduce operating cost by 60%, from ± 2 dollars to ± 80 cents per display per month.
- Involved in recruitment, mentoring interns and education through technical talks.

Lead Software Engineer **THEO Technologies** **Sep 2017–2019**
Leuven, Belgium

THEO Technologies is a startup within the media industry. I built the video player's Web, iOS and Android SDKs.

- Led a team of 5-12 engineers and evolved our way of working for sustained growth.
- Implemented a variety of features, most notably the rework of DASH buffering algorithm, the caching API (preload/offline capabilities) and several advertisements, analytics and DRM integrations. Reworked the Android SDK from WebView to native playback with shared JavaScript core to improve device reach and performance.

Languages and Technologies

- Languages: Preferred TypeScript, Golang or whatever language is necessary to get the job done.
- FE Tech: React, Zustand, Redux, React Query, CSS Modules, Styled Components, react-testing-lib, etc.
- BE Tech: GCP, AWS, Terraform, NestJS, SQLite, NATS, Postgres, MongoDB, GraphQL, gRPC, OAuth, etc.
- Kubernetes: Kustomize, ArgoCD, Istio, Prometheus, Loki, Grafana, Sealed secrets, MiniIO, Helm, Keycloak, etc.

Education

- **M.Sc. Computer Science**, University of Leuven, Belgium. **2015–2017**
- **B.Sc. Computer Science**, University of Leuven, Belgium. **2012–2015**

Miscellaneous

- **Technical blog:** [Articles about agile and cloud](#), including publication in the [CNCF's KubeWeekly newsletter](#).
- **Open source:** A project just for fun, [Keat - progressive, Kubernetes-native feature flags](#).
- **Scientific Publication:** After finishing university, I continued a collaboration to get my master thesis published: *Delnat, W., Truyen, E., et al (2018, May). K8-Scalar: a workbench to compare autoscalers for container-orchestrated database clusters. In 2018 IEEE/ACM 13th International Symposium on Software Engineering for Adaptive and Self-Managing Systems (SEAMS) (pp. 33-39). IEEE.*

Older Work Experience

Software Engineer internships

Summer 2016 / Autumn 2015 / Summer 2015

- **ACA IT-Solutions:** Containerized a dozen microservices, built developer tools and centralized logging/metrics.
- **Eventigrate:** Designed Sankey visualization and implemented it with D3js.
- **THEO Technologies:** Extended video player with multiple audio tracks, metric caching and social media sharing.