

## CONTACT

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## SKILLS

### > Programming

TypeScript, Rust, Go, Python, Java, PHP, Lua, NestJS, Node.js, Bun, FastAPI, Express, Spring, Laravel, Prisma, Socket.io, Vue.js, Nuxt, React, Next.js

### Databases

PostgreSQL, Redis, MongoDB, MySQL, SQLite, Kafka

### ☰ DevOps & Cloud

Docker, Kubernetes, Nginx, Google Cloud, Prometheus, Grafana

### Tools

Git, GitHub, GitLab, Linux, Vim, Swagger, Vitest, Selenium

## VALUES

- > Most scaling problems are undeleted slow queries, not missing services
- > On-call peace is a design problem, not a people problem
- > Boring infrastructure ships; clever infrastructure pages
- > Microservices are a tax — pay it deliberately
- > Remove code before you write code

## 🎮 HOBBIES

- > Chess
- > Writing tech hot takes on Telegram
- > Open source in Rust
- > Reading architecture post-mortems

## 👤 REFERENCES

Available upon request

# Abel Maireg

## Backend · DevOps · Full-Stack Engineer

Addis Ababa, Ethiopia

## 👤 SUMMARY

I design and ship backend platforms, ruthless CI/CD pipelines, and the boring infrastructure that keeps products online at 3am. Currently open to senior and staff-level work.

## 📁 EXPERIENCE

- **Kuuka, Backend Engineer** Jan 2023 – Dec 2023  
Multi-service SaaS Platform
  - > Built an API gateway in NestJS that unified routing, auth, and rate-limiting across multiple internal services behind a single public interface.
  - > Integrated Stripe subscriptions and webhook reconciliation, ensuring idempotent payment handling under concurrent retry scenarios.
  - > Wired multi-provider OAuth (Google, GitHub, Apple) with session management and token rotation, supporting both portal and backoffice clients.
- **Mamito Inc, Backend Engineer** Jan 2023 – Dec 2023  
Location-aware Social Platform
  - > Architected dual user/admin microservices with separate auth domains, RBAC middleware, and shared Prisma schema via database-level row isolation.
  - > Delivered real-time WebSocket chat with presence tracking, read receipts, and message persistence, sustaining low latency under concurrent connections.
  - > Instrumented the entire stack with Prometheus metrics and built Grafana dashboards covering request rates, error budgets, and queue depths.
- **Million Trading PLC, Full-Stack Engineer** Jan 2024 – Present  
Real-time Multiplayer Bingo Platform
  - > Wrote a Rust game engine capable of sustaining 5,000 concurrent players per session with deterministic board state and sub-10ms event propagation.
  - > Designed a double-entry wallet and ledger system handling deposits, withdrawals, and tournament prize payouts with full auditability.
  - > Implemented Telegram Mini App authentication and BullMQ-backed job queues for tournament lifecycle management (registration, draws, payouts).
- **KurazTech, Backend Engineering Intern** Jan 2022 – Dec 2022
  - > Led a team of interns to design, build, and ship a full project from scratch within the internship period.
  - > Introduced code review practices and a branching strategy that reduced integration conflicts across the team.
- **BSc in Software Engineering** Sep 2021 – Jun 2026  
Addis Ababa Science and Technology University

## 🎓 EDUCATION