

Sebastian Müller

Senior Cloud Consultant, Serverless Expert, Team Lead, Full Stack Engineer, Tech Enthusiast, and Certified Scrum Master & Agile Product Owner.

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EXPERIENCE

superluminar, Hamburg — *Senior Cloud Consultant*

March 2019 - PRESENT // superluminar.io

I do on-site workshops for clients about all things serverless, AWS Lambda, DynamoDB, and Domain-Driven Design for agile engineering teams..

Jimdo, Hamburg — *Team Lead Engineering*

November 2014 - January 2019 // jimdo.com

Responsible for leading and managing an agile team of software engineers; including Trainees, Juniors, and Senior Engineers.

I joined Jimdo in 2014 to take over responsibilities from one of the three founders: Connect developers with non-technical employees and ensure the overall happiness of engineers. Before being responsible for a product engineering team, I managed the global maintenance team and a prototyping team. Together, my teams and I made sure Jimdo's website builder, and more than 25 million websites from our customers, work flawlessly.

As the first contact person for all non-developers, I also emphasized with building and managing internal tools and processes that empower everyone within the company to support our customers in the best possible way.

Elephant Seven, Hamburg — *Senior Software Engineer*

October 2013 - October 2014 // Merged into publicispixelpark.de

I worked on customer projects, internal prototypes and lab projects. I managed projects on-site with customers, collaborated with UX and UI teams, and created workshops for the engineering department about agile processes and best practices for software engineering.

Besides the customer's projects, ranging from native iOS applications, high traffic WebSocket channels, and low-level C hardware installations, I focused mainly on prototyping, internal projects, and training for the engineering department.

Intuity Media Lab, Hamburg — *Creative Technologist*

December 2012 - September 2013 // intuity.de

At the Intuity Media Lab, I was responsible for concepts and technology of hard- and software projects for our partners. We built web applications and native apps for desktop systems, tables, and mobile phones using C,

LOVES

People. Information. Design.

TypeScript, Go, React, Node, Python, PHP, and WebSockets.

Kinesis, SQS, DynamoDB, SQL, MongoDB, and GraphQL.

Debian, Heroku, Netlify, FaaS, AWS Lambda, and everything about serverless in general.

Kaizen, Kanban, Scrum, Event Storming, Iterations, and MVPs.

Continuous Integration, GitHub, CircleCI, TDD, and Continuous Delivery.

CQRS, Event Sourcing, and Domain-Driven Design.

LANGUAGES

German, English.

OTHER THINGS

Certified Scrum Master and Agile Product Owner.

Started crafting software back in 1999. What did happen to DHTML?

[Mechanical Keyboards.](#)

Objective-C, Node.js, WebSockets, and HTML interfaces.

We even connected a sewing machine to the internet and built a mobile application to draw and send embroidery designs directly to the machine.

Besides crafting software, I was responsible for establishing agile engineering processes in the Hamburg branch of the Intuity Media Lab.

ROAMSYS, Trier — *Lead Engineer & Scrum Master*

October 2007 - November 2012 // roamsys.com

I joined ROAMSYS as the first software engineer and led the technical development of the current generation applications from the whiteboard to the final production release. Together with my team, I developed leading web-based applications for mobile operators. We introduced, maintained, and extended industry standards for the roaming industry and technical configuration of mobile networks inside the GSMA.

As the company's first Scrum Master, I established development processes as well as QA and project planning processes. Besides leading the development team, I trained junior developers and managed on-site projects with our customers.

POLYBYTES Media, Trier — *Software Engineer*

2007 - 2008

MACNOTES, Remote — *Software & Editor*

2006 - 2008