

Bilal Chaudhry

Software Engineer · Go · Cloud · DevSecOps · Observability

Hamburg, Germany · bilal@bilalc.com · bilalc.com · linkedin.com/in/blalc · github.com/blalc

EXPERIENCE

Senior Software Architect

Aug 2023 – Present

FINEXITY · Hamburg, Germany

- Broke the KYC domain out of a monolith into its own microservice — new REST API, new provider, 50% cut in operational costs
- Built a payment gateway client in Go with Secure Customer Authentication (SCA) for MangoPay
- Brought in Terraform for all cloud provisioning and automated infrastructure management
- Optimized CI/CD pipelines — faster builds, lower costs, integrated automated secret scanning (DevSecOps)
- Re-architected async API communication using Pub/Sub, significantly reducing latency

Senior Software Engineer

Jan 2019 – Jun 2023

Herewith · Hamburg, Germany

- Built backend services in Go (REST, WebSockets) for a real-time communication platform
- Managed AWS infrastructure — Terraform, Kubernetes, Docker, CI/CD
- Led integration of a monitoring solution into a healthcare application
- Built an Android app with offline maps (OpenStreetMaps) and custom AOSP image tooling on AWS

Software Engineer

Jun 2017 – Dec 2018

Fraunhofer IPA · Stuttgart, Germany

- Built Augmented Reality applications for Microsoft HoloLens (Unity3D, C#) for factory planning

Software Developer

Apr 2016 – Dec 2017

Bosch · Leonberg, Germany

- Automated Valet Parking project — built a parking control app in C++/Qt and real-time video streaming from car cameras

Software Engineer

Jul 2013 – Sep 2015

Tintash · Lahore, Pakistan

- Built cross-platform mobile games in C++ and Cocos2dx, including titles in the Stick Cricket series

Associate Software Engineer

Jun 2012 – Jul 2013

FiveRivers Technologies · Lahore, Pakistan

- Built cross-platform motorsports games in C++ (Marmalade SDK) for iOS, Android, and Blackberry

EDUCATION

University of Stuttgart

2015 – 2018

MSc Information Technology

Research assistant — built eye-tracking data pipelines in Python for a peer programming study

National University of Computer and Emerging Sciences

2008 – 2012

BSc Telecommunications Engineering

Bronze medal — 3rd in class

SKILLS

Day to day

Go, Terraform, Kubernetes, Docker, GCP, AWS, Cloudflare

Architecture

Microservices, event-driven systems, REST APIs, Pub/Sub

Practices

CI/CD, DevSecOps, Infrastructure as Code, observability, system design

Have also used

Flutter/Dart, Python, Java, C++, Android (AOSP)

LANGUAGES

English — Fluent · German — Basic