

RONEN KREIMER

Full-stack developer with special expertise in System-level development.
I am looking for exciting opportunities to contribute with my vast, proven experience.

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 <https://ronen.xyz>
 <https://github.com/ronen25>

EXPERIENCE

Komodor

Full Stack Developer

2024 – Present

- Development of a high-performance, high-availability Kubernetes management dashboard that is used by Fortune 500 companies.
- Worked both on the Frontend and deployed multiple microservices written in Go.
- Successfully coordinated and developed in a +20-developer monorepo.
- Implemented features from design to general availability, developing components from scratch with MUI, Figma. Close coordination with design efforts.

Tools: React, MUI, JavaScript, Next.js, Python, Go, Monorepo, Figma

Stealth Mode Startup

Full Stack Developer

2023 – 2024

- Worked on a high-performance grid component for Web environments. Ported it from Win32 to modern Web technologies.
- Worked on the startup's finance platform, primarily on the front-end.
- Rapid development of high-throughput data processing systems for the financial sector.
- Redesigned and redeveloped the startup's website from scratch.

Tools: C++, WebAssembly, Astro, TypeScript, React, AWS, Python, Rust

Cyren

Full Stack Developer

2020 – 2023

- Frontend development on a production-running product with +500 customers.
- Implementation of features from scratch, working in a cross-team discipline to ensure successful and timely deployments.
- Backend work in a micro-service deployed architecture with CI/CD.

Tools: React, TypeScript, TailwindCSS, styled-components, Jest, Go, K8s, Helm, GraphQL

C++ Cross-Platform System Developer

2016 – 2019

- Development and maintenance of a cross-platform and cross-architecture application.
- Reverse engineering and documentation of previously undocumented systems.
- Writing internal debugging utilities that were used by external teams as well.

Tools: C++11/17, Windows, Linux, Mac, LLVM Tools, GCC, CMake, MSVC, Boost, Qt

Israel Air Force – Ofek Unit

Programmer

2013 – 2016

- Mandatory service - honorable discharge with commendations.
- Development of logistics and automation systems used by the non-combatant rear.

Tools: C#, WinForms, Java, Java EE, Java Applets, Java Swing, C++, Qt Widgets

EDUCATION

Open University of Israel

B.Sc. Coursework

2018-2021

Completed most CompSci fundamental courses, including algorithms and multi-threaded development.

Army School of Computer Subjects (BASMACH)

NTMM (Nat-Mam) Course

2013

NTMM (*Nat-Mam*) Course for DevOps engineers, graduated with excellence.

Tchernichovsky High School

2007 – 2013

Complete Matriculation diploma with additional 5 units in Computer Science and Physics.

SKILLS

Languages

TypeScript, Javascript, HTML/CSS, Go, Rust, Python, C, C++

Tools

React, MUI, Vanilla JS, Kubernetes, Helm, AWS, Docker, Git, Github, Webpack, Vite, Express, Jest, MSVC, GCC, GDB, Visual Studio, LLVM, Qt, Boost

SPOKEN LANGUAGES

English (*native level*)

Hebrew (*first language*)