

Dimitrios Gkatzouras

Software / Platform Engineer — Distributed Systems

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Summary

Software engineer with ~4 years building and operating backend, distributed, and cloud-native systems, with a long-standing interest in operating systems and kernel-level development. Comfortable debugging distributed systems down to the OS layer (network, CPU, memory, file descriptors) and carrying production on-call. Day-to-day work spans Go and Java services, Kafka-based event pipelines, and infrastructure with Ansible, GCP/GKE and Kubernetes with Terraform. Currently deepening C/Rust systems knowledge by building a bare-metal operating system from scratch.

Experience

OpenBet — Software Engineer

Nov 2024 – Present

Backend / Distributed Systems / Payments

Athens, Greece

- Build and operate Kafka-based event-driven pipelines for real-time third-party payment updates, in production financial systems where availability and correctness are business-critical.
- Designed and implemented payment API integrations with external providers, plus a fund-reconciliation service for a Brazil-based operator to align operator and bettor funds under regulatory change.
- Carry production on-call: diagnose live incidents down to the OS layer (TCP state, file-descriptor exhaustion, tail-latency), and improve observability with Grafana dashboards and actionable alerting.
- Delivered high-coverage, well-tested code (Gherkin, Karate) and reporting pipelines consumed by external clients.
- Onboarded and mentored new team members on the microservices flow — setting up a new service, running pipelines, deployments across Kubernetes and VMs, backports, and internal tooling — with hands-on work and guides to ramp them to independent delivery.

EDPS — Software Engineer

May 2024 – Nov 2024

Secure Payment Systems / Infrastructure

Athens, Greece

- Built secure payment middleware with SSL termination, OAuth2, encryption, and secure credential handling.
- Implemented a Spring Boot backend validated at ~1000 concurrent clients under stress testing; designed ingress routing, load balancing, and horizontal pod autoscaling (HPA).
- Automated infrastructure provisioning with Terraform and Ansible; contributed to a Java embedded app for terminal devices meeting Greek tax-service protocols.

Amadeus (via Alten) — DevOps Engineer

Apr 2023 – Apr 2024

Cloud / Platform Engineering

Antibes, France

- Developed and maintained parallel CI/CD pipelines (Jenkins, Groovy), reducing deployment time by 40%.
- Managed OpenShift/Kubernetes resources (Deployments, Services, ConfigMaps, Secrets, Ingresses, HPAs, Cron-Jobs).
- Implemented monitoring and alerting with Prometheus, Grafana, and Jaeger; built internal Python tooling (e.g., cross-API dependency visualization).

Moveo.AI — Software Engineer (Internship)

Feb 2022 – Jul 2022

AI Systems / Integrations

Athens, Greece

- Developed Go backend services for AI-driven customer-support systems; integrated Instagram messaging APIs for real-time conversational support with media handling.
- Built GitHub Actions CI/CD to lint, test, package, and publish Docker applications; benchmarked conversational AI models.

Education

National Technical University of Athens (NTUA)

2016 – 2022

M.Eng. Electrical & Computer Engineering — GPA 8.06/10

Thesis: [Predictive GPU scheduling for multi-tenant Kubernetes clusters](#) (see Projects).

Advanced Operating Systems (Lab): wrote C character-device kernel drivers for custom lab sensor hardware, feeding readings into ring buffers.

Projects

Keycloak on GKE — production-faithful IaC deployment

GCP / Terraform / Helm / CI-CD

- Deployed Keycloak on GKE end-to-end: Terraform modules (GKE, networking, CloudSQL, IAM), Helm release management, and GitHub Actions CI/CD with Workload Identity Federation and manual approval gates.

- Designed a three-level rollback strategy (Helm / Terraform / DB schema) and Cloud Monitoring alerting tuned to be actionable rather than noisy; used cert-manager DNS-01 for TLS.
- Debugged non-trivial GCP provider behaviour (e.g. a service-networking connection blocking teardown, resolved at the state level).

Predictive GPU Scheduler for Kubernetes

[GitHub](#)

- M.Eng. thesis: extended the [Kubernetes Scheduling Framework](#) with custom Score and PostBind plugins in Go, improving GPU utilization and QoS-awareness for ML inference on heterogeneous multi-tenant clusters. Related to published NTUA lab research.

Baddcafe OS — bare-metal operating system in Rust

Ongoing

- Building an x86_64 hobby OS from scratch in Rust (nightly toolchain, QEMU) to gain hands-on fluency with Rust's ownership/borrow-checker model on top of existing C-level kernel intuition from university coursework.

Routing Engine

[GitHub](#)

- Graph-based routing engine (Dijkstra / A*-inspired) with transport-aware, multi-zone pathfinding, dynamic heuristics, and a synchronization layer with external systems. Shipped and distributed independently — 500+ downloads.

SONiC — open-source contribution

[GitHub](#)

- Fixed a silent CONFIG_DB corruption bug in [sonic-utilities](#), the open-source network OS used in hyperscale datacenters: an unvalidated interface name fabricated a junk PORT entry instead of erroring. Added an existence check mirroring the sibling handler, plus single- and multi-ASIC negative tests — including correcting a pre-existing test that had encoded the bug. PR under maintainer review.

Baddcafe Zsh Theme

[GitHub](#)

- Oh My Zsh theme: Git-aware prompt, command-status indicators, live system info, cross-platform (Linux/macOS) install.

Technical Skills

Cloud & Infra: GCP/GKE, Kubernetes, Terraform, Helm, Docker, Ansible, OpenShift, AWS, ArgoCD

CI/CD: GitHub Actions (Workload Identity Federation), Jenkins, CI/CD pipelines

Programming: Go, Rust, Java (Spring Boot), Python, Bash, TCL

Systems & Networking: Linux internals, TCP/UDP, socket & fd debugging, tail-latency & performance analysis

Low-level / Embedded: kernel driver development (C), bare-metal Rust, QEMU

Messaging & Observability: Kafka, RabbitMQ, Prometheus, Grafana, Jaeger

Databases: PostgreSQL, MySQL, MongoDB, Redis

APIs: REST, gRPC, WebSockets

Additional

- **Languages:** English — C2 (Michigan Proficiency); French — A2 (DALF A2)
- **Coding:** [LeetCode](#), [HackerRank](#)
- **Interests:** Chess (peak 2040 Lichess), Fitness, Music