



Raul Bache

Full-stack Developer — Systems Developer · Problem Solver · Team Player

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Profile

I am a versatile and solution-oriented systems developer with experience across many different industries. I thrive when given a key role in complex systems that demand strong cognitive ability.

I have worked extensively with mobile applications for various purposes, along with their supporting infrastructure. In recent years my focus has shifted toward backend applications written in Java or Go, deployed in Kubernetes environments.

My greatest strength is the ability to quickly grasp a problem and deliver solutions of high quality and robustness. I deliver great value to the client, which is why they often want to extend my engagements. My curiosity and drive for personal growth push me to constantly find better and smarter ways to solve problems.

Selected Engagements

Tech Lead — VGR (Västra Götalandsregionen)

2022-05 – present

Led the development of VGR's Android apps: implemented new features, optimized performance, and ensured a user-friendly and accessible experience. Responsible for the app team's Kubernetes environment, ensuring it is robust, scalable, and secure, enabling rapid deployment of application updates and scaling of resources when needed. The infrastructure was provisioned with Terraform, with deployments handled through Argo CD, and built the team's observability with Grafana dashboards backed by Prometheus. On the backend side, designed and implemented APIs, databases, and other components that enable communication and data handling between the app and other systems, including the access and permission model (IAM/RBAC) for both the API and the cluster. The team has also built services with GenAI as their backend, deployed in the same Kubernetes environment. Technical expertise and leadership have been decisive for the app team's success.

Microsoft (vSphere, on-prem)

Azure

Android (Kotlin, Jetpack Compose)

.NET (C#)

Go

Kubernetes

Terraform

Argo CD

Grafana/Prometheus

IAM/RBAC

PostgreSQL

GenAI/LLM

Systems Developer — Zimpler

2021-03 – 2022-04

Built new implementations of existing Clojure-based services in Go on Kubernetes, and mentored colleagues in development. Enabled upgrades to existing hardware by creating software that scaled better with the client's needs. Operated three separate Kubernetes environments (dev, staging, production). Infrastructure was managed with Terraform and deployments with Argo CD.

AWS

Go

Clojure

Kubernetes

Terraform

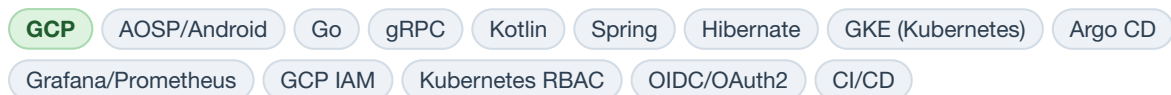
Argo CD

Earlier Engagements

Android (AOSP) and Cloud — CEVT

2019-01 – 2021-03

Reinforced the team of platform developers for the AOSP-based infotainment system: created CI pipelines and optimized system-critical libraries. Participated in the introduction of Golang for the cloud platform, with knowledge sharing and development as primary tasks. Strengthened CI pipelines and Kubernetes compatibility for internal services on GCP, with Argo CD driving deployments and Grafana/Prometheus monitoring the services. Worked on the platform's permission model: GCP IAM and service accounts, Kubernetes RBAC governing what internal services and teams could do in the clusters, and OIDC/OAuth2 at the application level. Adapted a Kotlin/Spring/Hibernate application to a k8s environment.



Backend and Mobile Developer — AppSpotr

2018-12 – 2019-07

Returned to AppSpotr to build the next generation of the platform. Developed backend APIs in Golang (the api3 service) with permission handling, data sources, and datasets, plus deployment infrastructure on AWS using Docker and Packer. On the client side, built an app-preview solution in React Native with Android native components, including map integration and push notifications.



Android Developer — Collector Bank

2017-04 – 2018-11

Responsible for the mobile platform's implementations, with Android as the main area of responsibility. Mentor for newly graduated employees, ran lunch-and-learn sessions and meetups, and lectured on design methodologies in systems development and programming languages. Java, Kotlin, and Scala were the main areas. Introduced Kotlin as the primary programming language for the Android products.



Systems Developer — Ascom

2016-03 – 2017-03

Developed and improved Ascom's Android-based (AOSP) mobile phone for healthcare: infrastructure, frameworks, and supporting applications. Automated parts of the workflow and improved the daily work of other developers. Daily development of services in Java and C/C++.



Systems Developer — Kappahl

2015-03 – 2016-03

Lead developer for Kappahl's customer club application for Android and its associated backend server in Java Spring with Hibernate as the database ORM. Support tooling in .NET C#. New functionality and bug fixes were the primary tasks.

Android Java Spring Hibernate SQL

Systems Developer — Rchery

2014-03 – 2016-03

Responsible for implementing an Android application for mobile marketing. Developed features and took the app from prototype to its published first version on Google Play. Development mainly in Java and Python.

Android Java Python

Systems Developer — Appland

2014-03 – 2015-03

Implemented new features in the client's alternative Android app store. Assisted in building a system for continuous integration and automated UI tests. Some PHP development of the client's Drupal stack.

Android Java PHP Drupal Jenkins/CI

Systems Developer — Volvo Cars

2013-03 – 2014-03

Developed new features in Volvo On Call, an app for communicating with your Volvo. Built a continuous integration system with accompanying unit/GUI tests for both the Android and iOS apps. Further developed a mockup server in PHP for internal testing.

Android Java PHP Automotive

Developer — AppSpotr

2012-03 – 2013-03

Built a system that generated native applications for Android and iPhone, with a backend system that supplied the compiled applications with data, content, and colors. Also built mail servers that handled orders, compilation, and publishing to Google Play and the App Store, with the associated certificates and app descriptions.

AWS Android iOS Python/Tornado Redis Java MongoDB Play Framework Scala
RabbitMQ Erlang Scripting

Developer — Ericsson

2011-03 – 2012-03

Further developed a distributed test system in Erlang for load testing Ericsson's LTE node (CPG). Over time became the person the Gothenburg team turned to first with questions about the product. In addition to Erlang code, also wrote kernel modules in C and some C++. Spent a few weeks on-site in Shanghai working with the Chinese team.

Erlang

C

C++

Linux kernel modules

LTE

Distributed systems

Load testing

Developer — CamClic

2011-03 – 2011-03

Developed a customer club application for Android based on an iOS version. The app read data from a web service and presented relevant offers to the user.

AWS

Android

Java

Web services (REST/XML)

Developer — Volvo Cars

2010-03 – 2011-03

Developed a prototype for Volvo Cars' next-generation infotainment system, with a voice recognition module that took commands from the user, presented results on a display, and gave auditory feedback via speech synthesis. Development in Adobe Flash. Many of the prototype's elements later made it into production.

Adobe Flash

ActionScript

Speech recognition

Speech synthesis (TTS)

Automotive

Developer — Regin

2010-03 – 2010-03

Led a team that implemented an Android app for building automation. The app communicated via a binary protocol with Regin's internet-connected controllers to set setpoints and read values and alarms.

Android

Java

Binary protocol

TCP/IP

Building automation

Courses and Certifications

Certification	Issuer	Year
Certified Java Developer	Oracle	2012
Certified Java Web Component Developer	Oracle	2012
Computer Engineer	Chalmers	2010

Skills

Expert (5/5): Android, AWS, Databases, Docker, Git, Golang, Google Play, HTML, IntelliJ, iOS, Java, Jenkins, k8s, Kotlin, Linux, macOS, PostgreSQL, Python, Redis, Rust, Scala, Servlets, TypeScript, Unix, XML

Very high competence (4/5): .NET, Angular, Argo CD, C#, CI/CD (GitLab CI, GitHub Actions), ClearCase, Database Administration, Data Modeling, Erlang, Firebase, Grafana, Helm, Jetpack Compose, MQTT, NodeJS, Play Framework, Prometheus, React, React Native, Terraform, Xcode

High competence (3/5): C, C/C++, Drupal, Flutter, PostGIS/pgRouting, Swift

Languages

Language	Level
Spanish	Native
Swedish	Native
English	Fluent