

Contact

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Top Skills

TypeScript

Python

Ruby on Rails

Languages

Italiano (Native or Bilingual)

Inglese (Native or Bilingual)

Certifications

Machine Learning

R Programming by Johns Hopkins University on Coursera. Certificate earned on February 3, 2017

Edoardo Pedrotti

Senior Backend Developer · Freelance / Contract · Available
Berlin, Berlin, Germany

Summary

Senior backend engineer & tech lead with 10+ years' experience. I build scalable Node.js/TypeScript platforms and microservices, combining hands-on delivery with technical leadership and product collaboration.

Experience

Aware

2 years 7 months

Lead Backend Developer

May 2023 - May 2025 (2 years 1 month)

Berlin, Germany

Lead Backend Developer

Led backend engineering across core domains (main backend, notifications, medical knowledge base, results processing), owning delivery quality, team growth, and engineering standards.

Signature Outcomes

Shipped a flexible, no-code membership platform (pricing, packages, duration), enabling commercial changes without engineering involvement and keeping membership tiers coherent over time.

Built a high-impact backend team through mentorship, coaching engineers into independent contributors and establishing onboarding documentation that enabled fast ramp-up.

Scaled the team from 2 → 5 engineers while maintaining delivery cadence and code quality; owned hiring pipelines and onboarding.

Partnered closely with Product during design to assess feasibility, sequence work, and make pragmatic trade-offs between speed, tech debt, and long-term maintainability.

Institutionalized testing and simplicity as defaults, enforcing high test coverage and a “simple-first” architecture approach.

Tech & Practices

Stack: Node.js (TypeScript), Express, PostgreSQL; microservices (Node & Go); event-driven async jobs.

Practices: Testing as a release gate, lightweight design reviews, iterative delivery, documentation-driven onboarding.

Compliance & Security: Led implementation of Privacy Officer recommendations (GDPR and German healthcare regulations).

Senior Backend Developer

November 2022 - May 2023 (7 months)

Berlin, Germany

Backend engineer in a small, fast-moving health-tech team, owning core services and platform stability through initial go-live and a critical lab provider switch for blood test results.

Selected Impact

Launched the platform with zero P1 incidents, orchestrating go-live via feature-flagged releases and extensive unit/integration test coverage to ensure stability from day one.

Executed a lab provider switch with no customer disruption by designing and implementing the first lab adapter to ingest and normalize results, including validation layers and custom result-code mapping to handle upstream mismatches safely.

Ensured backend services handled expected production traffic while preserving SLAs, with no major incidents post-launch.

Worked closely with QA to validate implementations against specs and partnered with Product through regular reviews to track progress and align on evolving requirements.

Authored a grammar and strict parser for LDT (German healthcare data format) to validate medical results; ultimately not adopted long-term due to maintenance cost, informing later decisions toward simpler integration approaches.

Tech & Practices

Stack: Node.js (TypeScript), Express, PostgreSQL; microservices (Node & Go); event-driven workflows and asynchronous jobs.

Quality & Delivery: High unit and integration test coverage, feature flags, progressive rollouts, monitoring-first mindset.

Compliance: GDPR and German healthcare regulatory requirements; data minimization and validation by design.

Fretta & Furia

CTO Co-Founder

January 2021 - May 2022 (1 year 5 months)

Berlin, Germany

CTO of an Italian grassroots eSports organization, responsible for defining the technical vision and building the initial platform supporting competitive play, analytics, and internal operations.

Selected Impact

Designed and built the MVP of a Warzone tournament tracking platform, enabling competitive match management and rankings using Python, PostgreSQL, Vue.js, and an event-driven pub/sub architecture across GCP and AWS.

Defined data models and pipelines for cohort retention analysis and player demographics to inform product and community growth decisions.

Led development of player analytics, including custom matchmaking, performance evaluation, and player clustering to improve competitive balance.

Drove R&D initiatives on Twitch stream analysis, experimenting with automated detection of in-game events (kills, rankings) from Call of Duty: Warzone streams.

Built internal automation tools for social media content generation, reducing manual effort and improving publishing consistency.

Leadership, Community & Operations

Owned hiring and management of developers, providing technical direction, prioritization, and day-to-day leadership.

Acted as a Discord moderator and primary technical contact for the community, gathering direct player feedback and translating it into product and platform improvements.

BeyondBuild

Senior Software Developer

September 2020 - March 2022 (1 year 7 months)

Berlin, Germany

Senior backend-focused developer working on a smart home platform used across hundreds of residential units, responsible for building and operating core backend services and supporting production systems.

Selected Impact

Developed and maintained backend services powering a smart home application used across hundreds of flats, supporting device management and user-facing features.

Contributed to system reliability and scalability as the platform grew, operating services in production on AWS.

Worked closely with frontend developers to deliver end-to-end features spanning backend APIs and React-based user interfaces.

Supported CI/CD pipelines and deployment workflows to ensure consistent and reliable releases.

Tech & Stack

Backend: Node.js, TypeScript, NestJS

Frontend: React

Data: MySQL

Infra & DevOps: AWS, GitHub Actions

deevio

Backend Engineer

May 2019 - May 2020 (1 year 1 month)

Berlin Area, Germany

Backend engineer responsible for designing and developing a microservices architecture for a customer-facing portal, with a strong focus on CI/CD and production deployment across cloud and IoT environments.

Selected Impact

Designed and implemented a microservices-based backend for a customer portal, supporting scalable feature development and service isolation.

Built and maintained CI/CD pipelines for both web applications and ARM64-based IoT devices, enabling reliable automated deployments.

Contributed to cloud-native infrastructure running on Google Cloud and Kubernetes, supporting ML-enabled workflows.

Collaborated with cross-functional teams to support delivery and operational stability.

Tech & Tools

Backend: Python, Flask

ML / Data: TensorFlow Extended (TFX)

Platform & Infra: Kubernetes, Google Cloud Platform

CI/CD & Tools: GitLab CI/CD, Jira

Rasa

Solutions Architect

October 2018 - March 2019 (6 months)

Berlin Area, Germany

Backend engineer working on the Rasa Stack, contributing to both the open-source framework and the enterprise product, with a focus on platform reliability, deployment, and customer enablement.

Selected Impact

Developed and maintained core components of the Rasa Stack across both open-source and enterprise offerings.

Made the platform compatible with OpenShift, enabling enterprise-grade deployments in regulated and security-conscious environments.

Supported customers end to end, from deployment and infrastructure setup to NLU model optimization in production environments.

Actively supported users through the company forum and GitHub, helping diagnose issues and improve adoption of the platform.

Built demos and technical prototypes to support sales efforts, customer onboarding, and internal initiatives.

Tech & Tools

Backend: Python, Sanic, Twisted, Flask

ML / NLU: TensorFlow

Platform & Infra: Kubernetes, OpenShift

Automation: Ansible

Indeep

IOT and AI developer

February 2018 - August 2018 (7 months)

Treviso Area, Italy

While at Indeep:

►Developed IoT infrastructure and dashboards for Vertical Farm

- ▶Build web apps with Ruby on Rails
- ▶Refactored our infrastructure with Docker and Rancher

- ▶Ruby on Rails
- ▶InfluxDB
- ▶Golang
- ▶Mqtt
- ▶Docker
- ▶Rancher

Galdi S.r.l.

IoT Lead Developer

April 2017 - February 2018 (11 months)

IoT Lead Developer

While working at Galdi I was in charge of developing the IoT system for the company.

The system is composed of a MQTT broker, a custom version of Telegraf (data collection agent by InfluxData), InfluxDb a time series database and a backend server that analyze the data and serves a Rest API to the frontend application, used by the clients for monitoring their machines and for reporting.

Languages:

- ▶Javascript
- ▶Golang
- ▶Python

Technologies:

- ▶Nodejs
- ▶Mqtt
- ▶Telegraf

Databases:

- ▶InfluxDB
- ▶MongoDB

Cloud:

- ▶AWS
- ▶Eurotech

Electrolux

Software Developer

July 2015 - February 2017 (1 year 8 months)

Pordenone, Italia

- ▶ Batch development using Spring Batch
- ▶ Internat framework development: Camunda Integration Layer
- ▶ Full stack developer using Spring Framework, Hibernate, Jpa

OverIT (Engineering Ingegneria Informatica Group)

Functional Analyst

September 2014 - July 2015 (11 months)

Fiume Veneto, Pordenone

- ▶ Functional Analysis
- ▶ Coordinate and manage Development Teams
- ▶ Coordinate and manage Help Desk Teams
- ▶ Coordinate suppliers' teams for A2A integration
- ▶ Testing and automated Testing
- ▶ UI and UX analysis and optimization

Lunghezza D'Onda S.r.l.

1 year 4 months

Software Developer

January 2014 - August 2014 (8 months)

- ▶ R&D, product development
- ▶ Create prototypes of new products and proof of concept - Technology evaluation - Responsible for developing a virtual show room updating system - Javascript optimization

Intern

May 2013 - December 2013 (8 months)

Pordenone

- Master's Degree Thesis: Virtual Show Room development

Locals Magazine

Editor

2009 - 2013 (4 years)

- Created and managed a webzine about music and art.
- Editor and Writer

Education

Politecnico di Milano

Master's degree in Computer Engineering, Computer Engineering · (2009 - 2013)

Università degli Studi di Padova

Bachelor's degree in Computer Engineering, Computer Engineering · (2005 - 2009)