



Elias Brandt

Backend Software Engineer

I build backend services and the tooling that ships them. I like it best when nobody notices either.

📅 12 years shipping software

📍 Rotterdam, Netherlands

🗣️ English, Dutch, German

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Backend Platform Engineer

I design the services, queues and deploy pipelines behind products people use every day, then keep them running at 3 a.m. so nobody else has to.

Lodos Pay Ledger

Mobile banking backend • 2021

Rebuilt the account ledger and sync API behind an Istanbul payments app.

Balance updates under 1 s • 1.2M accounts migrated • 0 lost transactions

Dockyard

Internal developer platform • 2023

A preview environment for every pull request at Havenlijn, plus a deploy path anyone can read.

Deploys 40 min → 6 min • Staging queue gone • First deploy in week one

Berth slots API

Public API • 2024

The API shipping agents use to book quay time at Havenlijn's terminals.

99.98% uptime over two years • 41 integrators • No double bookings since launch

sluice

Open-source Rust library • 2022

A small rate limiter for Rust services; one dependency, no background threads.

2.1k GitHub stars • 38 ns per check • Maasstad Open Source Prize 2024

Search that forgives typos

Performance audit • 2025

Two-week search audit for an independent bookshop's online store.

p95 380 ms → 45 ms • Typo searches find results • Two-week fixed price

On-call that sleeps

Alerting rewrite • 2023

Cut Havenlijn's weekly pages from 31 to 4 by alerting on symptoms users feel.

31 → 4 pages a week • 140 rules → 12 • Runbook on every alert

Under the hood

I'm a **backend engineer who cares about the boring parts**: migrations, retries, alerts and the documentation nobody asked for. Those are the parts that decide whether a product still works on its worst day.

Right now I'm a staff engineer at Havenlijn, where our software schedules trucks and ships through the port of Rotterdam. Before that I spent four years on payments in Istanbul. I review code like I'd want mine reviewed: short, specific, with a link.

2022 – now	Staff Software Engineer	Havenlijn
2018 – 2022	Senior Backend Engineer	Lodos Pay
2015 – 2018	Software Engineer	Kademuur Software
2014 – 2015	Junior Developer	Studio Kwelder

1. Backend & APIs

- Go and Rust services
- REST and gRPC API design
- Postgres schemas and migrations
- Queues with Kafka and NATS
- Idempotent payment flows
- API docs people actually read

2. Platform & infrastructure

- Kubernetes without the ceremony
- Terraform for every environment
- CI pipelines under ten minutes
- Preview environments per pull request
- Tracing with OpenTelemetry
- Cloud bill reviews

3. Team & practice

- Code review that teaches
- Blameless incident reviews
- Mentoring mid-level engineers
- Architecture decision records
- Hiring loops and design interviews
- Writing it down

Go 9 yrs	Rust 4 yrs	PostgreSQL 11 yrs	TypeScript 7 yrs	Kubernetes 6 yrs	Terraform 5 yrs
Kafka 4 yrs	Python 10 yrs	Linux 12 yrs	Grafana 5 yrs	Neovim 8 yrs	Redis 8 yrs

Industry recognition	Team recognition
Maasstad Open Source Prize ————— 2024	Havenlijn Engineer of the Year ————— 2023
Speaker, Polderdev Conference ————— 2023	Lodos Pay hack week winner ————— 2020
Speaker, Lijnbaan Tech Nights ————— 2022	Zero-downtime migration award ————— 2021
Speaker, Kralingen Rust evening ————— 2021	