

Tomer Hanochi

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PROFILE

Software Engineer with 4+ years of experience building scalable backend systems and cloud-native applications. Proficient in Python, Go, and Rust with hands-on experience developing microservices, automating infrastructure, and implementing CI/CD pipelines.

Strong background in cloud platforms (AWS), containerization (Docker, Kubernetes), and database design. Passionate about writing clean, efficient code and collaborating with cross-functional teams to deliver reliable software solutions.

WORK EXPERIENCE

DevOps & Platform Engineer

Aug 2023 — Nov 2025

IDF - Matzov

Rishon Lezion, Israel

- Developed custom Python Ansible modules and plugins to enable fully end-to-end automated infrastructure provisioning.
- Deployed and maintained 20+ OpenShift & K8S clusters, using GitOps principles with ArgoCD.
- Architected Splunk-as-a-Service platform delivering isolated multi-site and highly available clusters to numerous external clients.
- Designed DNS naming conventions and routing strategies supporting multi-site active-active and active-passive deployment patterns.

Junior Software Engineer

Jun 2021 — Feb 2023

Seemplicity Security

Tel Aviv, Israel

- Developed Python-based backend services and APIs on cloud platforms, implementing distributed system components for high-scale production environments.
- Created internal developer tooling enabling selective microservice execution for local debugging, later integrated into CI/CD pipeline for automated end to end tests.
- Implemented Infrastructure as Code using Terraform and Python automation, standardizing deployment processes across multiple environments.

ACHIEVEMENTS

Certificate of Excellence, IDF - Matzov

May 2025

- Due to outstanding technical contributions and platform engineering achievements.

PROJECTS

libsubid

github.com/tomerhanochi/libsubid

Built Rust-based dynamic library to automatically assign subuid/subgid ranges to non-root users, solving manual subuid/subgid assignment for rootless containerized environments.

pytris

github.com/tomerhanochi/pytris

Developed custom neural network trained via genetic algorithm in Python to autonomously play Tetris, creating headless and GUI implementations that achieved continuous gameplay without failure.

SKILLS

- Programming - Python, Go, Rust, Bash
- Cloud - AWS ECS, S3, Lambda
- Backend Development - REST, gRPC, Microservices Architecture
- Systems & Networking - Linux, TCP/UDP, DNS, HTTP/HTTPS
- Databases - PostgreSQL, MySQL, Redis
- Containerization - OCI, Docker, Kubernetes, OpenShift
- Version Control & CI/CD - Git, GitHub Workflows, GitLab CI
- Observability - Prometheus, Grafana, OpenTelemetry, Elasticsearch
- Authentication/Authorization - SAML, OIDC, OAuth