Antonio Jelić

Tech Lead & Senior Go Engineer

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SUMMARY

Tech lead and Go engineer with 8+ years in backend, cloud and DevOps. I make complicated platforms simpler, cheaper and more reliable: most recently a battery storage telemetry platform, cut to ~30% lower cost while running the whole fleet. I lead teams across EU and US time zones, and I've built and run my own products, including an API that generated 800k+ reports.

EXPERIENCE

TAE Power Solutions — Tech Lead, Data Acquisition — Mar 2025 – present

Contract via Vedia s.p. with TAE Power Europe · Joined as Senior Backend Engineer, Tech Lead since Jan 2026

- Lead a team of 6 engineers and a project manager across the EU and US, owning the telemetry platform for battery energy storage systems (BESS).
- Led the rebuild of the cloud platform: 12 repos into one Go monorepo, ~10 services to 3–4, ~130 API routes to 20, 40% less code while adding features.
- Moved to managed services, cutting infrastructure cost by ~30%; the platform runs the whole fleet at 99.8% uptime with 2.6 s end-to-end latency.
- Leading the data quality layer: quality checks on every reading, gap detection and a telemetry completeness KPI.
- Wrote the platform assessment and 2026 plan, tied team KPIs to company KPIs, and represented software engineering in the ISO 9001 recertification audit.

Bitstarz — Senior Software Engineer — Dec 2021 – present

Contract via Vedia s.p. · Online casino, Go platform of ~63 modules

- Built cashout status tracking on Temporal, fed by the payment vendor's Kafka stream and reconciled against its database.
- Lead engineer on a Temporal-based rewrite of a jackpot reward product; integrated game providers and built the data behind the casino lobby.
- Wrote the team's internal CLI, a YAML-to-Go config generator, shared error libraries and the integration-test harness.

Toggl — Senior Software Engineer — Nov 2023 – Apr 2024

- Owned the Trips feature of Toggl Work end to end, working with product, frontend and the CEO.

Vedia Games — Founder — Jun 2018 – present

- 12+ browser games with 2M+ game plays across GameDistribution, CrazyGames, Yandex, Y8 and Kongregate.
- Run web game platforms with 1,500+ submitted games and 100k+ page views a day: developer console, automatic quality checks, payments, and a telemetry pipeline (37M+ events in 2026, ~1.2M a day).

ReportGen — Founder — Sep 2024 – Nov 2026

- Built and ran an HTML-to-PDF API (headless Chrome, async jobs, webhooks, billing); 800k+ reports generated. Shut down in 2026 with a public build-your-own guide.

Earlier — 2017 – 2022

DevOps Engineer at Callidus Grupa (2021–2022): sole DevOps for an IoT device management platform. Freelance developer (2018–2021). Junior system administrator at Adacta Group (2017–2018).

SKILLS

Backend: Go (primary), TypeScript, SQL, Rust; Temporal, Kafka, MQTT/EMQX, TimescaleDB, Postgres, Redis, gRPC, GraphQL

Cloud: GCP (GKE, Pub/Sub, Cloud SQL, Cloud Run), Kubernetes, Terraform, Helm, ArgoCD, Railway, Cloudflare

Practices: technical leadership, system design, incident response, CI/CD, integration testing, AI-assisted development

EDUCATION AND LANGUAGES

Computer Science, ŠC Kranj Technical High School · Information Systems coursework, University of Maribor (2020–2021) · English (fluent), Slovenian (native), Croatian (working)