

# Gabriel Goller

Vienna, Austria | [hey@gollerg.com](mailto:hey@gollerg.com) | [github.com/kaffarell](https://github.com/kaffarell) | [linkedin.com/in/gabriel-g-a7a740213](https://linkedin.com/in/gabriel-g-a7a740213) | [gabriels.computer](https://gabriels.computer)

## Education

### University of Vienna

Bachelor's of Science, Computer Science

Vienna, Austria

Mar 2023 — Present

## Work Experience

### Rust Software Engineer

Proxmox Server Solutions

Aug 2023 — Present

Vienna, Austria

- Develop and maintain Proxmox VE's networking and SDN stack in Rust and C, building reliable virtualization infrastructure.
- Regularly contribute upstream patches to Debian, FRRouting, and the Linux kernel to improve the broader ecosystem.
- Active contributor to core Rust libraries including Tokio and Tracing.

### Software Engineer

ACS Data Systems SPA

Jul 2022 — Jul 2023

Bolzano, Trentino-Alto Adige, Italy

- Developed digital signage applications for Samsung Tizen and other platforms.
- Horizontally scaled .NET applications using Docker, Redis, SignalR, and a microservice architecture.
- Set up an observability stack with Grafana and Prometheus on Kubernetes.

### Software Engineer Intern

ACS Data Systems SPA

Jun 2021 — Aug 2021

Bolzano, Trentino-Alto Adige, Italy

- Assisted in the development and testing of digital signage features, gaining hands-on experience with .NET and frontend technologies.

### Web Development Intern

Gardena.Net

Jun 2020 — Aug 2020

St. Christina, Trentino-Alto Adige, Italy

- Developed JavaScript packages for various frontend visual effects and animations.

## Projects

### Linux Kernel

[lore.kernel.org/netdev/?q=Gabriel+Goller](https://lore.kernel.org/netdev/?q=Gabriel+Goller)

- Contributed patches to the Linux kernel's networking stack, including new IPv6 features and kernel selftests; also improved netdev documentation.

### FRRouting

[github.com/FRRouting/frr](https://github.com/FRRouting/frr)

- Contributed patches to FRRouting (FRR), an open-source IP routing protocol suite, focusing on BGP and SDN-related improvements used in production network infrastructure.

### Tokio & Tracing (Rust Ecosystem)

[github.com/kaffarell](https://github.com/kaffarell)

- Contributed bug fixes and improvements to Tokio (async runtime) and Tracing (instrumentation library), two of the most widely used crates in the Rust ecosystem.

## Skills

- **Programming Languages:** Rust, C/C++, Go, Python, JavaScript, C#, Java
- **Infrastructure & Tools:** Linux, Docker, Kubernetes, Git, Grafana, Prometheus
- **Networking:** BGP, VPN, VxLAN, SDN
- **Languages:** English (fluent), German (fluent), Italian (fluent), Norwegian (beginner)