

CONTACT

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Based in Zurich, Switzerland

APPLICATIONS / PLATFORM / AI

CURRICULUM VITAE

Severin Goddon

SOFTWARE ENGINEER

Software engineer working across fullstack application development, cloud-native infrastructure and applied AI. Experienced in building business applications end to end, from APIs and user interfaces to deployment and operations.

PROFESSIONAL EXPERIENCE

Software Engineer

Swisslex AG | Zurich

Oct 2024 - Present

- Develop fullstack features using C#/.NET, Angular and TypeScript, from backend services and APIs to the user interface.
- Work with Microsoft SQL Server, LLM integration, Kubernetes-based deployments, GitOps and operational troubleshooting.

Senior Software Engineer, Research & Development

Swiss Federal Research Institute WSL | Remote

Jan 2026 - Present · Part-time

- Develop ROXAS AI, an open-source napari plugin applying deep learning to quantitative wood anatomy.
- Implement Python/PyTorch workflows for image analysis, including detection of tree rings and wood cells.

Software Engineer

Business Solution Group | Zurich

Oct 2023 - Oct 2024

- Delivered fullstack software using Java, Spring and Angular; created prototypes for project proposals and contributed to requirements engineering.

Software Engineer

Federal Office of Information Technology (FOITT/BIT) | Bern

Aug 2019 - Jul 2023 · Part-time

- Built and modernised business applications with Java/Spring Boot, Angular, TypeScript, PostgreSQL, Docker and Python.
- Contributed to requirements engineering, Scrum/Kanban delivery and mentoring of junior developers.

CORE TECHNOLOGIES

APPLICATIONS

C# / .NET
Java / Spring Boot
Angular / TypeScript
Python / SQL

PLATFORM

Kubernetes / Docker
Helm / Argo CD / GitOps
Monitoring / Observability

AI & RESEARCH

PyTorch / scikit-learn
LLM inference / RAG
Embeddings / Vision

WAYS OF WORKING

Scrum / Kanban
Git / GitLab / GitHub
YouTrack / Jira
Requirements engineering

INTERESTS

Strength training, calisthenics, surfing, travel, photography and building things - including my own campervan.

EXPERIENCE / EXPERTISE

Further details

EDUCATION

CAS in Artificial Intelligence

2026 | In progress

Bachelor of Science in Computer Science

Fernfachhochschule Schweiz (FFHS), Zurich

Aug 2019 - Jul 2023 | Swiss grade: 5.3 / 6.0

Matura (Swiss upper-secondary qualification)

Kantonsschule Zurich Nord | Aug 2013 - Jul 2017

CERTIFICATIONS

- Professional Scrum Master I (PSM I)
- Certified Professional for Software Architecture - Foundation Level
- Certified Professional for Requirements Engineering - REAgile Primer

SELECTED TECHNICAL WORK

Cloud-native platform engineering

Operate and improve Kubernetes-based environments with GitOps workflows, monitoring and day-two operational troubleshooting. Experience spans deployments, observability and production-oriented infrastructure practices.

Local AI and autonomous agents

Build and experiment with local LLM inference and sandboxed coding agents using DGX Spark, vLLM, OpenShell and pi-dev, with a focus on controlled execution and practical developer workflows.

Retrieval-augmented generation

Built a local RAG pipeline using embedding models, ChromaDB retrieval and LLM inference to explore document-grounded question answering and knowledge workflows.

Research software for computer vision

Contribute to ROXAS AI, an open-source napari plugin that applies deep learning to quantitative wood anatomy, including Python and PyTorch-based image analysis workflows.

Personal workbench and homelab projects

Build smaller engineering projects around local infrastructure, AI tooling and automation - including Kubernetes homelab setups, developer tools and hardware-adjacent experiments.

Applied software delivery

Deliver business software from requirements to implementation, across APIs, user interfaces, deployment concerns and stakeholder collaboration.