

Raphael Arun Götz

Software Engineer · Leipzig, Germany

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Backend-focused software engineer building distributed systems, automation platforms, and developer tooling with Rust, Go, and TypeScript.

EXPERIENCE

Software Architect & Technical Lead / CodeZero · [Website](#) 2023 - present

- Built a no-code platform for visual workflow automation, backend APIs, and AI orchestration.
- Designed its runtime, microservices implemented primarily in Rust, API architecture, service boundaries, and event-driven communication.
- Connected product direction with technical planning, implementation tasks, and GitHub-based team workflows.

Stack: Rust, TypeScript, Docker, gRPC, GraphQL, Tonic, NATS, Postgres

Technical Lead & Software Architect / o7studios · [Website](#) 2023 - present

Minecraft development studio building large-scale servers, live events, and reusable infrastructure.

- Independently designed and implemented **Octopus**, a backend and CMS layer for real-time game infrastructure, integrations, and cross-server communication.
- Independently designed and implemented **Cheetah**, a Go-based proxy for dynamic player routing and scalable multi-server operation.
- Owned the technical direction across the wider ecosystem, scoped and delegated work on additional systems, and supported their implementation.

Stack: Go, TypeScript, Java, Kotlin, Docker, gRPC, NATS, MongoDB

Dual Student / Software Developer / it factum GmbH · [Website](#) 2023 - 2026

- Developed web applications for external clients across C#/.NET backends and React/TypeScript frontends.
- Worked on CI/CD pipelines with Azure DevOps.
- Worked across the delivery cycle from requirements and implementation to review and maintenance.

Stack: C#, .NET, React, TypeScript, Azure DevOps

SKILLS

Systems engineering

Distributed systems, microservices, API design, runtime infrastructure, event-driven architecture, backend services

Languages & frameworks

Rust, Go, TypeScript, Java, Kotlin, C#/.NET, React

Working languages German (native), English (C1)

Collaboration

Architecture decisions, technical planning, task decomposition, engineering coordination, product-engineering alignment

Infrastructure & data

Docker, gRPC, GraphQL, NATS, PostgreSQL, MongoDB, GitHub, GitLab

EDUCATION

Bachelor's Degree, Computer Science / Duale Hochschule Sachsen, Leipzig 2023 - 2026

Dual bachelor's degree program alongside professional software development.

Bachelor's thesis: Development of a decision model for selecting web rendering techniques.

Leipzig, June 16, 2026
Raphael Arun Götz


Signature