

# Adi Hrustic



## PROFILE

Innovative, disciplined, and versatile software engineer with a passion for Rust programming and algorithm design, bringing a proven track record as an embedded developer in the satellite and telecommunications industries. Whether collaborating within high-performing teams or working independently, I thrive on continuous learning and take great satisfaction in mentoring and sharing knowledge with others.

## CONTACT DETAILS

✉ [adi@hrustic.dev](mailto:adi@hrustic.dev)  
☎ +46 700 17 45 05  
📍 Hisingsgatan 2B, Gothenburg, Sweden  
🌐 <https://hrustic.dev>  
git <https://gitlab.com/adihrustic>  
in <https://linkedin.com/in/adihrustic>

## PERSONAL INFORMATION

Year of birth: **1990**  
Languages: **Swedish** (Native), **Bosnian** (Native), **English** (Fluent) **German** (Experienced)  
Driver's license: **AM/B**

## SKILLS

- Rust, Linux, Python, Git, Bash, Redis, Docker, Protobuf, JSON, Vim.
- C, C++, Haskell, Erlang, Java, Go, JavaScript, TypeScript, CI/CD, HTML, CSS, Latex, MS Office 365.
- Kanban, Scrum, Communication and team collaboration.

## EXPERIENCE

SOFTWARE ENGINEER at *Satcube*. **2022.08–Present**

◇ Contributed to the development of a custom Yocto-based embedded **Linux OS** for **satellite broadband terminals**. Designed and developed a **Redis-based message bus** and an **asynchronous REST/WebSocket API backend** in **Rust** – using **Protobuf serialization** for data transmission – for internal service communication and external control, and helped maintain various system services.

◇ Designed and implemented an **optimal satellite beam selection algorithm** in **Rust** for satellite terminals. Added an interactive **JavaScript/Python-based, and Docker-deployed, website** for sales and support teams. This tool remains their preferred choice for customer beam recommendations and troubleshooting. The algorithm later **inspired a master's thesis** on improved beam selection for the **Intelsat FlexMove network**.

◇ Developed and maintained **Python-based system tests** for the mature **Satcube KU satellite terminal**.

◇ Verification of hardware design, **CI/CD, DevOps**, and responsible for the office's VPN.

SOFTWARE ENGINEER at *Ericsson*. **2020.11–2021.09**

◇ Contributed to the development of Ericsson's **Evolved Packet Gateway (EPG)**, a gateway between the radio network and the Internet. This work preceded my collaboration with Ericsson on my master's thesis.

TEACHING ASSISTANT at *Chalmers University*. **2017.09–2020.09**

◇ Covering courses such as: **Data structures, Object oriented programming** and **Functional programming**.

## EDUCATION

MSC. COMPUTER SCIENCE AND ENGINEERING **2020–2022**  
*Chalmers University of Technology*.

◇ Programme: Computer Science – Algorithms, Languages and Logic.

◇ Thesis: [Real Time 5G Simulator](#).

BSC. COMPUTER SCIENCE AND ENGINEERING **2017–2020**  
*Chalmers University of Technology*.

◇ Thesis: [Enforcing Privacy Requirements on Oblivious Network Agents](#).

BA. PSYCHOLOGY **2010–2013**  
*University West*.

◇ Thesis: [Beroendet handlar om relation](#).

## VOLUNTEERING

SAFETY REPRESENTATIVE at *Satcube*. **2023.01–Present**

◇ Worked with improving the work environment and other union related questions.

PROJECTIONIST at *Hagabion Gothenburg*. **2016.08–Present**

◇ Volunteer for the nonprofit film and art-house cinema organization Folkets Bio.

TEST ADMINISTRATOR at *Göteborgs Universitet*. **2017.04–2023.10**

◇ Test administrator for the Swedish Scholastic Aptitude Test (Högskoleprovet).

SOCIAL CONTACT at *Göteborgs Stad*. **2016.09–2019.03**

◇ Worked together with the municipality of Gothenburg in order to support children and young people with social and/or family problems.

## HOBBIES

I enjoy tinkering with small home-lab projects – like managing a Dockerized home server on a Raspberry Pi that runs my homepage backend, SFTP server, Cal-/CardDAV server, home automation system, and even the service compiling this CV. I am also a long distance runner, a regular blood donor, and not enough of a cinema goer.