

Kristjan Mill

Tallinn, Estonia kris@mill.sh mill.sh github.com/krsml

Software engineer based in Tallinn.

EXPERIENCE

Centaurea Events MTÜ Save

Volunteer role at a non-profit for the Estonian osu! community. I lead development of Centaurea Hub and organise the association's events.

Aug 2026 – present Founding board member & lead developer

Kuehne+Nagel Tallinn

Jul 2024 – present Software Engineer

Building the company's EDI integration platform, which turns real-time shipment and order events into electronic messages for customers and is replacing a legacy system.

Proposed and led the removal of the legacy processing path: rebuilt the features only it had in the new pipeline, then deleted the old logic in a single 153-file change with no regressions.

Other work: matching the new platform's output to the legacy system across sea, air and road freight, moving the shared data model into a versioned library, and clearer conflict detection in a Kafka event service. Java, Spring Boot, Kafka, PostgreSQL, Angular.

Camelot Technologies Tallinn

Aug 2023 – May 2024 Software Developer

Kuehne+Nagel Tallinn

Oct 2022 – Jul 2023 Software Developer

Development of a large-scale road transportation management system.

Apr 2022 – Oct 2022 Software Development Trainee

Nov 2021 – Feb 2022 Software Development Intern

CODDY Eesti Viimsi

Nov 2021 – Sep 2022 Programming Teacher

Taught young children programming in Python and Minecraft Education Edition, and website basics in HTML and CSS.

PROJECT

Centaurea Hub · centaurea.ee

Lead developer · Jun 2026 – present

The platform where Estonia's osu! community lists, joins and runs its events: tournaments, tryouts and arcade events. One console holds the whole event, from sign-ups and screening to teams, mappools, qualifiers and seeding, brackets, match scheduling and a step-by-step referee runbook.

I lead development and wrote most of the code: around 670 commits since June 2026, with two occasional contributors.

- Backend in Rust (Axum, SeaORM, PostgreSQL, Redis) with osu! and Discord sign-in, an OpenAPI spec, role-based staff permissions, and S3-compatible storage for replays and images.
- Frontend in Next.js and React on Cloudflare Workers: public event pages, the staff console and referee tools.
- Runs in Docker on Hetzner behind Caddy, with GitHub Actions CI publishing images to GHCR.

EVENTS

17 Oct 2026	MängudeÖÖ 2026 · T1, Tallinn Casual play and ranked arcade setups, with Keychron and Arvutitark
11–13 Sep 2026	TipiLAN 2026 · TalTech, Tallinn Organised the centaurea x TipiLAN 2026 LAN Tournament
30 May 2026	PIXO fest 2026 · Põhjala Tehas, Tallinn Organised a casual osu! play area
28–29 Oct 2023	J-Tsoon: Pumpkin Fest · Kultuurikatel, Tallinn Helped organise the osu! tournament

EDUCATION

TalTech, Tallinn University of Technology
BSc, IT Systems Development · 2019 – 2023

LANGUAGES

Estonian · native
Russian · native
English · full professional

SKILLS

Java, Spring Boot, Rust, Axum, SeaORM, TypeScript, React, Next.js, PostgreSQL, Redis, Docker, Cloudflare Workers, GitHub Actions, Agentic AI workflows