Meyers Tom

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github

introduction

Seasoned Belgian developer with 10 years of software developing experience. 3 years of which professional working with Agile & designing of software solutions with security in mind. Offering strong knowledge of DevSecOps, Java, Angular, Rest API's and the Linux ecosystem.
When developing software I take into account the security models of OWASP, ISO27001 and NIST.

technical skills

Languages Dutch Native. English Fluent.

Programming C, C++, Python, Java, Lua, Dart, Typescript and Javascript

Web Technology Angular, SASS, Typescript, Nodejs, Vue, Javascript, HTML and CSS

Dev Ops Kubernetes, Docker, Gitlab CI, Jenkins, CircleCI, Travis CI, Gitlab Pipelines, Bamboo, Jenkins.

Cloud AWS, Google Cloud, Hetzner, Linux (Ubuntu, CentOS, Debian, Arch) & Terraform.

Databases MySQL, PostgreSQL, MongoDB, Redis

Scripting POSIX Shells (Bash/Dash), Python

Applications Development QT, GTK, OpenGL, UE4 & Unity.

Markup LaTeX. Markdown.

Miscellaneous Scrum, Unit/Integration tests & End-To-End tests, OOP, Design Patterns, SOLID Principles

work experience

CONSILIUM - Council of the European Union AWS specialist - Subcontractor for the European Council. 2020 - present

Improving the security posture and workflow of internal tools used by the European Council.
The job is to improve the security posture and workflow of internal tools used by the European Council such as:

- Enhancing the AWS infrastructure.

- Developing a Single-Sign On & LDAP solution for a better integration of products & applications.

- Improving the CI/CD pipeline & SLDC of the internal workflow (Static & dynamic code analysis, Package Signing, Testing etc)

- Protecting the internal infrastructure behind a VPN.

- Proxying outbound connections from the cluster environment.

iDalko - Premium Atlassian Partner Security Software Engineer at iDalko. 2020 - present

Designing and developing security solutions for a wide range of products:

- Developing Java plugins for the Atlassian suite of applications (Jira, Confluence, Bitbucket, etc.)

- Developing internal integration software to link Salesforce with Atlassian products.

- Implementation of a RADIUS server for protecting internal Wi-Fi based networks.

- Developing automated updating software for easier maintenance of Linux based machines.

- Developing auditing tools to track employee actions on servers.

Escape Rooms Software/Hardware Development at Big Moose Projects[1]. August - September, 2017

- Designing embedded system solutions to match the needs of the Escape Room.

- Developing the software for these embedded systems

education

Artesis Plantijn University AP 2017-2020
Bachlor's Electronics-ICT, finished first of class with High honour.
Duration—3 years.

- Web technologies (Angular, HTML, (S)CSS, JavaScript, Typescript, MySQL, Git, Docker)

- Mobile technologies (React Native, Android, Flutter)

- Rest API (Sprint Boot, ASP.net, Flask, Django)

- IoT (MQTT, ESP8266, Nodejs, Python, ATMEL)

- UX Design (Adobe XD, FIGMA)

- Game Design (Unity, MonoDevelop)

- Embedded Systems (Arduino, Raspberry Pi, ESP32, C, C++)

- Hardware (PCB, EAGLE)

- Abstract software (Data Structures, Algorithms, OOP, SOLID)

Holon Institute of Technology HIT 2020
Studying abroad in Isreal as an exchange student for Artesis Plantijn University in the Erasmus project.
Duration—6 months.

- Data Science (Python, TensorFlow, Pandas, Numpy, Matplotlib)

- Compiler Design (C, C++, Java)

- AI (Machine Learning, Natural Language Processing)

Gesubsidieerd Technisch Institute Mortsel GTI 2016
High School.
Duration—3 years.

- Embedded Systems (Arduino, Raspberry Pi, C, C++)

- Electronics (Circuit Design, Logic Design)

programming competitions
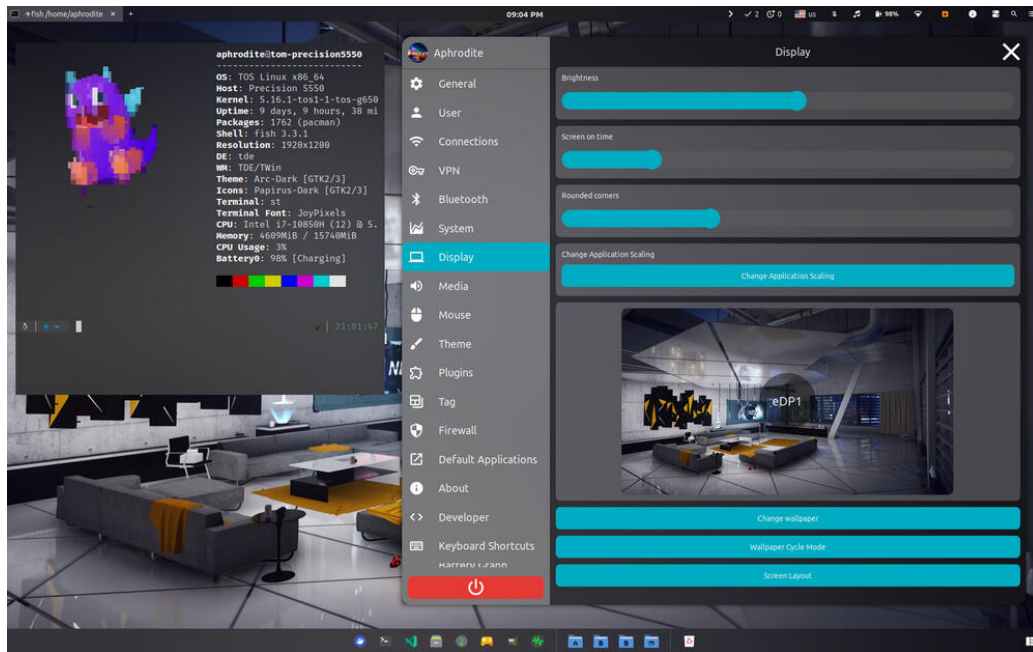
1st place / 100 pen-testers Artesis Plantijn CTF 2019
3th place / 250 students Hack The Future hackathon 2019

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[1]This company is no longer active

TOS GNU/linux   Designing a Linux distribution with Desktop Applications and environment based on Arch Linux.[2]

    Live Iso—You can try the live iso here.[2]
    Repository—TOS Hosts its own packages and Linux kernel here.[2]
    Duration—3 years and ongoing.

Automated Paintball gun   Scan for movement and automatically move the gun there to shoot the target. The goal of this project is to assist when going to paintball, it will detect movement from the 'enemy' team and start shooting paintball's there.

Duration—1 year.

3D First Person Shooter   Operation Red Dragon is a 3D first person shooter with realistic graphics available on Steam.

Steam Page—For more information about the game visit here.