Charlie Cramm

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introduction

I am a junior system engineer from Belgium with some years of experience in the IT field. I've had exposure to areas like SSO/SAML, Linux, and Web development. While I value critical thinking and attention to detail, I am always open to learning and adapting to new scenarios. I can work on my own, and I'm keen to improve and grow. My communication abilities aid me in collaborating with teams, hoping to contribute in meaningful ways.

work experience

iDalko - Premium Atlassian Partner   Junior System Engineer at iDalko.   June 2022 - August 2023

Endpoint Security Implemented and oversaw Cortex XDR operations, safeguarding our systems against potential threats.

Identity and Access Management Integrated Single Sign-On (SSO) solutions using protocols such as SAML and OIDC, providing seamless and secure access for all users.

Mobile Device Management Spearheaded the deployment and management of mobile devices using platforms like ABM, Miradore, and Mosyle, ensuring a productive and secure mobile workforce.

Linux System Administration Directly manage comprehensive Linux system tasks, including regular updates, Docker container operations, system migrations, patch applications, and timely backups.

Infrastructure Automation Championed Infrastructure as Code (IaC) and implemented automation strategies using Ansible, streamlining operations and bolstering infrastructure reliability.

user Management Oversee user provisioning and access management, ensuring optimal system integrity and security.

Web Development Built and maintained web applications using Angular and Node.js, demonstrating proficiency in both infrastructure management and software development.

Student Intern at iDalko.   Februari 2022 - may 2022

I developed a tool for non-technical people to provision and setup user accounts during the on-cross and off-boarding steps. This ensured an automated setup of privileges between our different internal systems. This tool was designed to integrate into our Atlassian ecosystem such that HR and other departments could simplify the process. It was created using Angular, node.js, express, docker, Atlassian plugin system and other technologies.

User-Centric Design Tailored for individuals without a technical background, the tool was designed to be intuitive, ensuring ease of use and effective navigation.

Automated Privilege Management I incorporated features that automated the assignment of user privileges across our diverse internal systems, minimizing manual intervention and potential errors.

Integration with Atlassian To ensure a cohesive user experience, I integrated the tool into our existing Atlassian ecosystem. This facilitated a smoother transition and allowed various departments, including HR, to benefit from its capabilities.

Enhanced Cross-Departmental Collaboration By simplifying and automating the on-boarding and off-boarding processes, the tool fostered better collaboration and efficiency across different teams within the organization.

education

Artesis Plantijn University AP

Bachlor's Electronics-ICT (Computer Science).

    Duration—4 years.

- Web technologies (Angular, React, HTML, (S)CSS, JavaScript, Typescript)

- Mobile technologies (React Native, Android Studio)

- Rest API (ASP.net)

- Cloud (AWS,Google Cloud)

- DevOps (Docker, Git, CI/CD with jenkins, MySQL)

- Cisco (Packet Tracer)

- Software development (C#)

- IoT (MQTT, Nodejs, Python)

- UX Design (Adobe XD)

- Game Design (Unity, MonoDevelop)

- Embedded Systems (Arduino, Raspberry Pi, ESP32)

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

technical skills

Languages   Dutch Native. English Fluent.

Programming   C#, Python, Java, Typescript and Javascript

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

DevOps   Docker, CI/CD pipelines: Jenkins, Bamboo

Cloud   Hetzner, AWS, Google Cloud.

Linux   Ubuntu, CentOS, Debian, Arch.

Databases   MySQL, PostgreSQL

Scripting   POSIX Shells (Bash/Dash), Python

3D Game Development   Unity

Markup   LaTeX, Markdown

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

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Home server with linux   Designed my personal home server including all personal projects & services, with best practices in mind.

- Configured and maintained a home server running multiple Docker services, including web applications, databases, and media servers.

- Set up and managed a personal Docker swarm cluster on a home server, utilizing Docker Compose for efficient service deployment and management.

- Implemented a containerized home automation system using Docker, integrating various IoT devices and services into a cohesive platform.

Robotic arm that plays connect 4   This a project for the last year of high school where me and another student created a robotic arm that plays connect 4. My part of the project was writing movements for the arm and 3D printing parts. The other student wrote the AI for the arm.

  Duration—0.5 year.

3D Printer   I have a Ender 3 V2 at home where I design and print parts.