

Charlie Cramm

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introduction

I am a attention to detail oriented junior [system engineer](#) from Belgium with seven years of experience with various [IT](#) related subjects. My expertise lies in [SSO/SAML](#), [Linux](#), and [Web development](#). Additionally, I possess knowledge and experience in other areas of system engineering, making me a well-rounded and versatile team member with good communication.

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

work experience

iDalko - Premium Atlassian Partner Junior System Engineer at [iDalko](#).

Februari 2022 - present

Maintaining the entire internal infrastructure, such as:

- SSO/SAML/OIDC integration
- Cortex XDR
- Mobile device management with ABM/Miradore/Mosyle
- Linux system management (Updates, docker, migrations, patches, backups, ...)
- CI/CD (Bamboo)
- Infrastructure as code IaC with Ansible
- User management & provisioning
- Testing (Karma & Jasmine)
- Web development (Angular and Node.js)

Artesis Plantijn University AP

2018-2022

Bachelor'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)

High School—Don Bosco Hoboken**Duration**—2 years.

- Embedded Systems (Arduino, Raspberry Pi)
- software development (C#, VB.NET)
- Hardware (EAGLE)

projects

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.