Mark Arts – Resume

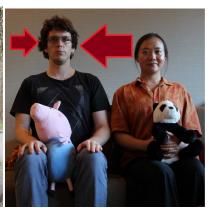|	
Date of Birth	6th April 1993
Nationality	Dutch
Email	marktarts93@gmail.com

Personal Profile

I'm a passionate and curious programmer with a broad skill set looking for a position where he can utilize and learn interesting technologies and tools.

I started programming for my bachelor and quickly decided to combine my studies with work to learn what it means to work in a professional context. After finishing my studies, I worked as a backender and later DevOps, in which roles I actively engaged with the technologies around me, making sure to pick up tasks outside my skillset to expand my knowledge and experience, for example, picking up FE stories from the backlog.

My more recent focus has been on developing my soft skills as a team lead, providing my teammates opportunities to develop their skills, improving our processes by regular reflection, taking charge of our infrastructure efficiency, security, cost, and reliability, and transforming business requirements into actionable stories. Besides web development and DevOps, I enjoy reading and learning about Artificial Intelligence, security/hacking, game development, mental and physical health, Blockchains, and most subjects regularly discussed on Hacker News.

One of my biggest hobbies is music. It's the perfect outlet for my curiosity, creativity, drive to improve, and playfulness. All aspects of music are interesting to me, from songwriting to physically playing instruments to mastering songs and everything in between. Giving me an endless playground for self-improvement and learning.

I'm a fast and enthusiastic learner that is always up for a new challenge.

Education

2010-2017	BSc in Media Technology - Rotterdam University of Applied Sciences
	Minor in Game Design and Development
	Thesis: How can we realize a digital environment in which non-programmers, like 3D modelers and level designers, can build an efficient and unique Virtual Reality experience
2005-2010	Higher General Secondary Education - Emmauscollege, Rotterdam

Employment History

May 2017 -
Now
GUTS / GET-protocol, Amsterdam, Netherlands
DevOps / Developer

As the first DevOps engineer at GUTS, I was responsible for the creation and maintenance of the infrastructure of the GUTS ticketing system, which grew from a single Django service to a microservice architecture running on K8s hosted on AWS K8s, implementing modern practices like ArgoCD deployment management, Hub-Spoke private networking, role-based short-lived access tokens through SSO and more. My tasks also included creating and maintaining our internal tooling, including GitLab, GitHub, CI (continuous integration/testing), metric/log aggregation and visualization, error reporting, backups, security, performance, and others. I also took ownership over improving knowledge sharing and code quality across all our disciplines through retros, workshops, hack days, lightning talks, and other activities. Next to my DevOps responsibilties I worked as both Backend and Frontend developer. During my time at GUTS I grew from a junior DevOps to a full-fledged team lead with full responsibility over a modern infrastructure stack.

Technologies: Linux, Python, Go (Golang), Typescript, Ansible, Terraform, Argocd, Pulumi, Django, Flask, Deno, Docker, Nix, Vue, AWS, Azure, ELK, Grafana, GitLab, Github, Newrelic, Prometheus, Sentry, CI

Aug 2016 -
May 2017
Hoppinger, Rotterdam, Netherlands
DevOps / Developer

After my graduation internship, I returned to working at Hoppinger while finishing my study. In this year, I started focusing more on building automation for DevOps and server management through Puppet.

Technologies: Puppet, Bash, PHP, Ruby, Rails, WordPress, Nix, Docker, Gulp, Linux, Apache, NGINX

Feb 2016 -
Jun 2016
DPI, Den Haag, Netherlands
Graduation Internship

I researched the possibility for 3D studios to create interactive VR stories without the need for a programmer in the Unreal Engine utilizing its visual scripting system Blueprints.

Technologies: Unreal Engine 4, Blueprints, C++, Virtual Reality

Feb 2013 -
Feb 2016
Hoppinger, Rotterdam, Netherlands
Internship / working student

After my internship at Hoppinger I stayed to reinforce the service and support team. As a service and support member I was responsible for the maintenance and small feature requests for Wordpress, Rails and Drupal projects. When I was available full-time, for example vacations, I worked on building bigger projects.

Technologies: PHP, Ruby, Javascript, Sass, Less, Python, Erb, Haml, Wordpress. Ruby on Rails, NodeJS, Puppet, Drupal, Gulp, Drush, Composer, NGINX, Apache, Git, Polymer, React, MySQL, PostgreSQL, Elasticsearch

Jul 2012 -
Aug 2012
Unitas, Rotterdam, Netherlands
Junior Developer

In the summer after the second year of my bachelor I worked for a company that created a software package to submit import and export request to the dutch customs.

Technologies: WinDev, EDIFACT

Software Engineering Skills

- **Operations**

  Ansible
  Terraform
  Pulumi
  Docker
  Nix(os)
  k8s
  sops
  Argocd
  Newrelic
  Grafana
  Kibana
  Cloudwatch
  Lambda
  EC2
  Cloudfront
  Cloudflare
  Netlify
  Stackpath
  Hub-Spoke networking with transit gateways
  Wireguard
  Google admin

- **State management**

  Couchdb
  Postgress
  Rabbitmq
  Redis
  Elasticache
  DynamoDB
  Prometheus
  Elasticsearch
  S3

- **Programming Languages in production**

  Python
  Go
  Ruby
  HSL (Terraform)
  PHP
  C++
  C#
  Javascript
  Typescript
  Bash/sh - Server scripting / automation

- **Programming Languages in hobby projects**

  Elixer
  Haskell
  Java
  Lisp
  Lua
  Clojure

- **Web Development**

Vue, react-native
GO, Django, Flask, Ruby on Rails, Wordpress, Drupal

Interests

- **Running, Cycling, Yoga, Weight lifting, Cooking, Mental and physical health**
- **Music, Composing, Producing, Sound design, Piano, Accordion, Guitar, Modular Synthesizers**
- **AI, Security, Game development, Blockchain, Hacking, Hacker News**