

Mark Pendergast

Professional Scrum Master Certificate I
Bachelor of Engineering (Robotics & Mechatronics)
Bachelor of Science (Computer Science & Software Engineering)

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Objective

Mark is a Professional Scrum Master, full stack developer and software engineer who is searching for a good technical challenge. He has had experience designing management systems from the ground-up, managing a team of developers, process improvement and automation in the automotive and manufacturing sector, and is now looking for a challenging role at a reputable company who can utilise his skills as an experienced team player.

He is looking for either full-time or contract work, is able to travel, can start immediately, and his salary expectations are negotiable.

Personal Profile

Programming

- JavaScript, jQuery, Vue JS
- PHP
- MySQL
- HTML/CSS
- +100's more, these are just the most recently ones

Engineering

- Qualified Engineer (Mechatronics)
- Keen eye for engineering details
- Excellent problem solver
- Enjoy applying continuous improvement (Kaizen) principles.

Applied Skills

Is very hands on with everything, be it mechanical, electrical or digital. Enjoys knowing how and why things work, rather than just using them.

IT Skills

- Hardware (building PCs, IoT devices, etc)
- Familiar with deployment pipelines like Bitbucket
- Familiar with repository setup and management, like GitHub

Project Management

- Certified Scrum Master
- Enthusiastic Team Leader
- Will happily lead a team, or sit back and let others lead
- Is a huge fan of Agile, will happily teach others

People Skills

- Keen listener
- Driven to help others
- Loves to learn, and teach.
- Enjoys mentoring.

Employment

2021 Oct – 2022 Feb Detector Inspector Business Analyst

Detector Inspector brought Mark on for a short term role, where he was tasked with introducing Agile to the Data Science team, removing roadblocks and identifying opportunities for increased utilization. Detector Inspector are in a heavy growth phase, and Mark was required to introduce speed multipliers to the team, overseeing deployment of algorithms used by both the automated and manual bookings system over 3 million times a day. He helped the team achieve a record 40x boost in algorithm performance.

2020 Aug – 2021 Oct No Moss Pty Ltd Lead Developer

Mark worked at No Moss as a Lead Developer, starting by assisting on their largest client, an international fintech. This client was already fully Agile, but needed assistance in building and deploying their latest release. Following the successful deployment (and huge increase in end users), Mark introduced this to the concept of continuous integration and Cypress testing suites, ramping up their code test coverage from basically 0% to over 80% (across more than 14 million lines).

After finishing up with that client, he won a large contract with a new innovative Australian investment bank. Along side his hand-picked team, he built their research analyst portal from the ground up, using a Vue JS frontend interacting with a Dell Boomi backend. This required a lot of client interaction & negotiation as the contract called for the development team to complete all of the design, testing, building, deploying and documentation.

2015 Dec – 2020 Apr FreightMate Systems Pty Ltd Founder, Lead Developer

Mark founded FreightMate Systems while being a stay at home Dad. He saw a need for an easy-to-use freight management system that could coexist alongside more established players. Using a tried and tested tech stack, namely PHP/MySQL/JS, he created a system that required little to no training to use, could deploy on any device that had internet access, and could be customisable depending on the wants and needs of the customer.

After FreightMate Systems was acquired by Tuco (a freight broker), he continued on as a lead developer, where he was able to focus on some of the big technical challenges that had been shelved, such as a robust carrier integration system, ability to supply multiple brokers, and a more secure login protocol. He was also able to introduce some big features, including an in-depth reporting system, despatch email customisations (basically an in-browser WYSIWYG), a broker invoicing system, and vastly improved the documentation.

2012 Dec – 2015 Oct L&L Products Australia Lead Production Engineer, Maintenance Manager

Mark worked at L&L Products in the Production Department as the Lead Production Engineer. He was the lead robot technician, programming the robots, running trials, while also managing on-going maintenance and production improvements. He also managed upgrades & improvements across all machines on the floor, including ovens, presses (hydraulic & pneumatic) and cutting tables.

He also managed the small Maintenance team, implementing a new preventative maintenance regime. He also wrote documentation for maintenance of new equipment.

2010 Sept – 2012 Dec DENSO Automotive Systems Australia Production Engineer

Mark was employed by DENSO in the Production Engineering department, as the Production Engineer for the Condenser line. Mark was bought on to reinvigorate the existing Condenser line, preparing it for a new generation of Australian cars.

After it became known that manufacturing in Australia was closing, the focus of the job changed to documenting the line in preparation of shifting the entire line off shore, as well as stocktaking spare parts and ensuring it was ready and able to be relocated.

Education

2021 Scrum.org - Professional Scrum Master Certificate I

Achieved 96% pass.

2004 - 2009 Swinburne University of Technology, Hawthorn Campus

Bachelor of Engineering (Robotics & Mechatronics) and Bachelor of Science (Computer Science & Software Engineering) - Graduated with Honours.

1998 - 2003 Flinders Christian Community College, Tyabb

Achieved an ENTER of 87.45 with top scores in Math Methods, Math Specialist and Physics.