

## EDUCATION

### TEC

BACHELOR IN COMPUTER SCIENCE  
2013 - 2018  
Copenhagen, DK

### PUBLIC SCHOOL

2003 - 2013  
Værløse, DK

## LINKS

Github:// [rwejlgaard](#)  
WhatsApp:// +447570186729

## SKILLS

### PERSONAL

#### Working:

- I'm hard working, as long as there's work I'm happy
- I strive for perfection in my work
- I enjoy helping my colleagues

#### Non-Working:

- Quick Wit
- I once killed a fly with a rubber band

### TECHNOLOGIES

#### General:

- Linux
- MacOS
- Unix Terminal
- VIM

#### DevOps:

- Jenkins
- TravisCI
- AWS
- Saltstack
- Ansible
- Splunk
- Kubernetes

## PROGRAMMING

#### Excellent:

Python • GO

#### Really Good:

C# • C++ • Java

#### Pretty Good:

C • Rust • Swift • Obj. C • JavaScript

#### Played around with:

TypeScript • Android

## EXPERIENCE

### 10X | SITE RELIABILITY ENGINEER

September 2019 - Now | London, UK

#### Description:

After moving to the UK in August 2019, I joined 10x.

10x is a Bank-as-a-Service company, 10x has numerous tier 1 banks as clients.

As an SRE I'm working on maintaining operational excellence for our clients.

This is done utilizing the latest technologies in Kubernetes and cloud native architecture.

A few key technologies we use is the likes of Prometheus/Grafana, Splunk, Helm, Terraform and Concourse CI.

The job requires a flexible mind and I often jump back and forth between "Proactive" and "Reactive" workloads.

The Reactive side is fixing various issues such as severity 1/2 incidents, with a focus on efficiency and speed.

The job requires on-call shifts which we use alertmanager and PagerDuty for.

#### Too Long Didn't Read:

- Working with numerous tier 1 banks
- Maintaining operational excellence
- On-call engineer to fix critical issues fast and efficiently

### FREELANCE

April 2019 - August 2019 | Ho Chi Minh City, Vietnam

#### Description:

Following some complications regarding my wife's visa, I found it necessary to leave my previous role and go freelance.

Moving to Vietnam gave me a new look at culture and other countries working culture.

I have worked primarily with iOS development, creating various apps for prototyping various ideas

#### Too Long Didn't Read:

- Required to leave because of visa issues
- Worked on creating various prototype iOS applications
- Logo Design

### WIDEX | SOFTWARE DELIVERY ENGINEER

Oct 2018 - April 2019 | Lynge, Denmark

#### Description:

After finishing my education I was approached by a recruiter from Widex.

I was hired in October of 2018, into the SWISS team - which is short for Software & Infrastructure Services.

The teams objective was to make the developers jobs as smooth as possible.

This meant maintaining the 3 major build pipelines for iOS, Android and Windows-Desktop.

Automate lesser tasks such as miscellaneous tasks for git or Jira.

After about 4 months of working at Widex, I was given the responsibility to automate the provisioning of our build server farm.

My last two months at Widex I worked on automating deployments of new build machines

Used Golang for creating an exporter of Jenkins data into Prometheus

#### Too Long Didn't Read:

- Worked on maintaining the 3 major build pipelines for iOS, Android and Windows-Desktop
- I was the lead architect for migrating from ad-hoc to using Ansible for provisioning new servers

### KMD | CLOUD PLATFORM ENGINEER

Dec 2015 - Sep 2018 | Ballerup, Denmark

#### Description:

I've had to cut this to fit on one page, please take a look in the TLDR below.

#### Too Long Didn't Read:

- I was hired during my education
- Worked as a Java Developer in the beginning, didn't enjoy it
- Moved to DevOps and stayed until my education finished.
- Working with Saltstack and Python primarily.
- Helped getting Kubernetes started in the company