

Scarlett S. Verheul

I'm a lifelong programmer and tech enthusiast with 12+ years of professional experience, primarily in backend and infrastructure roles across Hosting, SaaS, ATS, and Platform Integration projects. I work comfortably with both modern and legacy stacks, with deep experience in Linux environments, PHP (5–8.3) using Laravel and Symfony, and Python (3.13) for performance-critical and system-level tooling. I regularly build and maintain systems involving CI/CD, Docker, RabbitMQ, telemetry processing, and microservices.

I follow a pragmatic, direct approach: use the right tool for the job, keep things observable and performant, and avoid complexity unless it earns its keep. I value strong typing, clean architecture, and workflows that make life easier for both developers and ops.

Experience

Sabbatical - Capelle aan den IJssel

Personal Projects

Feb 2024 - ~end Q2-3 2025

Domain: *Game Development, Recuperation*

Recuperating for a while after working for a long time. Meanwhile working on some personal projects mostly PHP and a python3/panda3D civ-like game.

[Skipped a few months of work on helping friends with projects]

I3D.net - Capelle aan den IJssel

Infra Software Engineer

Sept 2021 - Oct 2024

Domain: *Hosting, Network Automatisation, Networking, PHP7→8, Python, Laravel*

At I3D I worked on maintaining and improving/rebuilding various production systems focusing on server infrastructure and automated server provisioning/network automation and processing raw data gathered from telemetry into a workable application.

Digivotion B.V. - Rotterdam

Tech Lead

Feb 2019 - Sep 2021

Domain: *SaaS, Devops, PHP5→7, Code Rework, Modernization, Zend 1, Server Management, Laravel, Python3, Microservices, Project Management*

At Digivotion I worked on improving and developing parts of the SAAS systems offered to customers, I worked on the backend and filled a day to day technical leadership role. I also worked on improving the developer experience by migrating away from aging infrastructure to newer systems.

Supportdesk B.V. - Rotterdam

Software Engineer/Incidents-CERT

Aug 2016 - Feb 2019

Domain: *Development-AAS, Webplatform (E-Commerce), CERT, Magento1, PHP5*

My time at supportdesk mostly focused on implementing direct (semi-)custom wishes of customers into their web applications. I also worked on the CERT/Security incidents teams for when a customer had an security incident/hack on a server. I also worked on improving the performance and scaling from customers on their platforms.

Personal Information

Location	Capelle a/d IJssel / Randstad / Netherlands 
Citizenship	Dutch (EU 
DoB(D-M-Y)	14-02-1994
Email	Scarlett Verheul
Github	Github/ScarlettSamantha
Gitlab	Gitlab/scarlett
LinkedIn	ScarlettVerheul
C.V	Scarlettbytes.nl/cv
Key GPG	GPG/Scarlett
Employment	Remote/Hybrid
Visa Required	NO

SKILLS (1 ... 5)

PHP5/7/8(5), Python( 4), Git (4),
Linux-Debian-Cent( 4), Laravel/Eloquent(4),

Symfony(3), CI/CD(3), QT5/6(3), Bash(3), Event Based (3), Game Dev(3), Panda3D (3), Pipelines(3), MySQL (3), Networking (3), Microservice (3), Docker(3), Flask(3), Rabbitmq (3), Nginx (3), Apache (3)

K8's(2), Micropython(2), PostgreSQL(2), Django(2), PL/Python(2), C# (2), GTK (2), Pure/jQuery Javascript (2), NumPy (2), Hardware development(2), Kivy(2), Unity(1)

Other Skills (/Buzzwords):

RESTful APIs - OOP - strong typing - Domain-Driven Design (DDD) - SOLID principles - peer review - documentation - project management - unit testing (PHPUnit, PyTest) - Xdebug - Composer - PSR-1 to PSR-18 - Swagger/OpenAPI - i18n - XML/Markdown - CI/CD pipelines - Docker - KVM - Debian - microservices -(para)virtualization - SaaS platforms - LibreNMS - Elasticsearch - telemetry processing - TCP/IP - DHCP - DNS - SNMP - RS232 - SPI - SDI-12 - Cacti - Redfish - BMC - LDAP - server hardware - Ubuntu Server - Infrastructure as Code (IaC) - Twig - 3D modeling/manufacturing - Ubiquiti - Juniper API

Helloprint,Drukzo - Rotterdam

Team Lead IT

July 2015 - Aug 2016

Domain: Startup, Quick Iteration, PHP5, External API's, Custom ecommerce services

Here I worked on Improving the internal and external platform and implementing new systems. I also worked on creating a team to share the workload and facilitate that. I also worked on integrating various external API's

[Skipped 2 experiences (available on [linkedin](#))]

Drecomm B.V - Rotterdam

PHP Developer

Sept 2012 - Aug 2014

Domain: Project Development, PHP5, B2B, Typo3, Drupal, Frameworkless

I worked on improving customers' applications with new features or bug fixes or installations. I also worked with different teams to help out when extra developers were needed.

[Skipped 1 experiences (available on [linkedin](#))]

PROJECTS(ABSTRACT) / AREAS OF WORK

Linux/Network -

Having used Linux as my primary OS for years now, I'm very comfortable in the Unix environment and am used to working with servers—remote or local—via CLI or programmatically. I'm also a believer in the (FL)OSS movement.

PHP Development -

I've worked on various projects ranging from SaaS to internal company needs. Most of this involved updating and improving existing production codebases. I've worked with diverse frameworks, mostly Laravel/Eloquent (>4), with some Symfony and Zend (1) experience over the years.

Python Development -

Python has been my go-to language for projects where more performance was needed (due to PHP not having threading—at least until v8) and/or deeper OS integration. It's my personal favorite language, and most of my private projects are written in it. I prefer pure Python with only the necessary libraries and objects, and for more complex projects, I use Flask or Django.

Workflow/Style -

I prefer to work in a waterfall, scrum, or agile environment, using a task/ticket management tool within a Git-based workflow on a remote Git server. My ideal setup includes a robust D(/O)TAP process with pipelines to manage development and versioning. I favor the Object-Oriented Programming (OOP) paradigm for most projects and prefer strict typing over inferred typing. I believe in maintaining simplicity over unnecessary complexity to ensure observability and performance.

HOBBIES/INTERESTS

Traveling, MicroElectronics, Music, HPC, Programming, AI, Pets, Technology, Foreign Relations, Global Politics, Current Affairs, Space, Airsoft, 3D Printing, Gaming(4x, Strategy) Drone Racing, Drone making

LANGUAGES

Dutch  | Mother Language

English  (C2) | Bilingual

REFERENCES

References from multiple ex-colleagues and team leads are available upon request please contact [me](#).

Notes

I am open to diverse salaried positions depending on the project and location and compensation.

This C.V. was handmade and as I am dyslexic it might contain spelling mistakes/errors.

SECURITY

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A083 5196 744D 7EC1 5F90 0C0D

CONTRIBUTIONS:

[Google Maps](#) Area data Maintenance
[LookingGlass](#) (Rank 3rd) Contributor

Thank you for your time and consideration



With kind regards,
Scarlett Verheul