Stephen Lane-Walsh

System Administrator, Software Engineer, Automation Developer & Curious Hobbiest

Phone: 413 884 5335
Email: sdl.slane@gmail.com
Website: www.stephenlw.com
GitHub: www.github.com/WhoBrokeTheBuild

Highlights

Linux-focused system administrator with recent experience in Ansible and Docker. Experienced with server and application management across physical and virtualized systems, both in house and cloud based.

Software engineer working with both web and traditional applications such as WordPress websites and C# API development. Interested in a diverse field of technologies including OS/Kernel Development, Electronic Hardware Development, Artificial Intelligence, 3D Graphics Programming, Low-Level Optimization, and Networked Programming.

Work Experience

Puzzle Development Assistant at Esc4pe   **Aug 2016 - Present**
Arduinos, Puzzle Creation, Linux Software Development

Systems Engineer at MyWebGrocer   **May 2016 - Present**
Linux Administration, Spacewalk, PowerShell Automation Scripting, Docker, Ansible

Software Engineer at MyWebGrocer   **2014 - May 2016**
WordPress/Tools Development, Server Management, Team Organization/Management

Sr. Web Developer at Berkshire Direct / The White Label Agency   **2010 - 2014**

Webmaster at Jacques Amand Intl, Ltd / The Tulip Gallery   **2009 - 2015**

Education

Champlain College, Burlington, VT   **2012 - 2016**
Bachelors in Computer Science, with a minor in Game/Simulation Programming

Berkshire Community College, Pittsfield, MA   **2010**

McCann Vocational Technical High School, North Adams, MA   **2008 - 2012**

System Administration

Highly Experienced: CentOS/RHEL Linux, Windows Server 2008+, Spacewalk, Docker, Ansible, VMWare vSphere, Apache/Nginx, MySQL, Active Directory, DNS, Winbind/Realmd

Proficient: IIS, MSSQL, EMC SAN, Microsoft Exchange, DHCP, Rackspace / Azure Management, Akamai

Programming Languages / Libraries

Highly Experienced: C/C++, PowerShell, C#, Java, Bash, SQL, PHP, HTML, CSS, JavaScript, OpenGL/DirectX, OpenAL, Asio, Protobufs, jQuery, WordPress

Proficient: Go, Python, Android, Glib, Arduino, PIC Basic, Assembly, HLSL/GLSL

Development Tools / IDEs

Highly Experienced: Git, SVN, Makefiles/CMake, Atom, Visual Studio, Photoshop/GIMP, Atlassian JIRA/Bitbucket/Crucible

Proficient: Perforce, Mercurial, Flex/Bison, Fossil, IntelliJ, NetBeans, Eclipse

Personal Projects

MMORPG using C++, Asio, and google Flatbuffers.
Suite of web-related servers in C++ (HTTP, FTP, SQL, SMTP, POP)
Multiple iterations of a Game Engine / Library using OpenGL & Lua with a focus on performance.

References

Available Upon Request