Stephen Lane-Walsh

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Work Experience

May 2016 — Feb 2017	**Systems Engineer** at MyWebGrocer • Linux (CentOS) & Windows server administration using Spacewalk, Ansible & WSUS • Docker-wrapped service management of internal tools & client-facing apps • Ansible, Bash, & PowerShell automation scripting • Research & development of new tools including team training • Source control setup & enforcement • Legacy system upgrades & migrations • Regular maintenance & patching
Aug 2014 — May 2016	**Software Engineer** at MyWebGrocer • Front-end web development using jQuery, Knockout & React • Back-end API & WordPress development using PHP • Tool development using PHP, Bash & PowerShell • Application/database server administration • Source control setup & enforcement • Implemented a change control process • Team organization & management
Feb 2010 — Aug 2014	**Sr. Web Developer** at Berkshire Direct / The White Label Agency Website development, hosting, server administration, team building & management
Aug 2009 — Jun 2015	**Webmaster** at Jacques Amand Intl, Ltd / The Tulip Gallery Website design, development, hosting, & management

Programming Languages / Libraries

Experienced:	C/C++, C#, Java, Bash, PowerShell, SQL, PHP, HTML, CSS JS, OpenGL/DirectX, Protobufs/FlatBuffers, jQuery, WordPress
Proficient:	Go, Python, Android, Arduino, OpenAL, OpenCL

Operating Systems / Administration Tools

Experienced:	CentOS/RHEL Linux, Windows Server 2008+, Spacewalk, Ansible, Docker, DNS, VMWare, Apache/nginx, MySQL, AD, Winbind/Realmd
Proficient:	IIS, MSSQL, EMC SAN, Microsoft Exchange, DHCP, Rackspace / Azure, Akamai

Development Tools / IDEs

Experienced:	Git, SVN, CMake, Makefiles, Visual Studio, Travis CI, GIMP, Jenkins, TeamCity, Atlassian JIRA/Bitbucket/Crucible
Proficient:	Perforce, Mercurial, XCode, Photoshop, IntelliJ, NetBeans, Eclipse

Education

May 2016	Bachelor's degree in Computer Science & Innovation, Champlain College with a minor in Game & Simulation Programming

Personal Projects

• Wrote a 3D game/rendering engine using C, FlatCC, & OpenGL
• Created a MMORPG using C++, Asio, & FlatBuffers
• Implemented a suite of servers in C++, and later in C for HTTP, FTP, SQL, SMTP, POP & IMAP