

Curriculum vitae

Rob Bast, Nerd for Hire

I love a hands-on approach. Give me a keyboard and a task, and I'll find a way to get it done, even if it's something completely new to me. Through years of practical experience both professionally and as an open source contributor, I have mastered several languages to a great extent and acquainted myself with today's methodologies. I don't shy away from new technologies or challenges, but rather bite into them with eager curiosity.

In the past I have contributed to growing a 1M EUR/year payment platform to over 15M EUR/year, building a scalable backend that serves data to over 180M monthly unique visitors, and more. I can assist teams by sharing my experience, spending time pair programming and introducing common practices and principles to those unfamiliar with them.

My passion and primary focus is on backend development and the processes surrounding it (e.g; continuous integration / deployment, testing, automation, etc). Solving complex architectural challenges, writing efficient and clean code, making sure it is well tested, are all part of my daily routine.

My public contributions can be found on <https://github.com/alcohol>

SKILLS / METHODOLOGIES

Software Development, DevOps, Continuous Integration, Continuous Deployment, Test Automation, Test Driven Development, Scrum, Kanban, Agile

TECHNOLOGIES / SOFTWARE

Docker, Kubernetes, PHP, Python, Erlang, Bash, GNU Make, Javascript, Git, MySQL, ElasticSearch, Logstash, Kibana, Memcached, Redis, RabbitMQ, Varnish, Nginx, Github, Bitbucket, Jira, Confluence, Jenkins, Travis CI, Circle CI, Ansible, Puppet, Azure AKS, AWS, Linux (RHEL, CentOS, Debian, Ubuntu, Archlinux), Elastic Cloud, OpsGenie, New Relic, Contentful, Google Cloud, GKE, Azure, AKS, Terraform, Kustomize

EXPERIENCE

Composer, Open-Source Contributor

DEC 2014 - PRESENT

As a collaborator and member of the open-source software project Composer I respond to issues reported on our Github issues tracker, write regressions tests and fixes for bugs discovered, implement new features, and review patches (pull requests) submitted by the community.

<https://getcomposer.org>

<https://www.github.com/composer>

Self-Employed (ZZP)

SEPT 2015 - PRESENT

PROJECTS

Royal Schiphol Group, DevOps Engineer

JAN 2020 - PRESENT

Ultimaker, DevOps Engineer

JAN 2019 - DEC 2019

I was hired to fill a gap left by the departure of their previous DevOps employees. Initially I was tasked to migrate the AWS environment hosting ultimaker.com to GCP. In this process I also transformed their partial traditional hosting setup (VPS based) to a Dockerized (Kubernetes) setup. Once completed I took the initiative to expand on their CI setup (Jenkins) and improved their existing pipelines by increasing stability and setting up automated deployments across multiple environments (playgrounds, preview and production).

Royal Schiphol Group, Software Developer & DevOps Engineer

JUL 2017 - DEC 2018

I was initially hired by the Royal Schiphol Group to join the team responsible for processing and delivering flight information on their website and in their mobile app. As time passed and the department decided to adopt more agile development principles such as continuous integration and deployment, I helped play a part in moving from a bi-weekly semi-manual release process to fully automated deployments several times per day.

Technologies involved were CI tooling such as Jenkins and Travis-CI, the hosted Kubernetes solution provided by Azure (AKS), PHP, MySQL, Elasticsearch, Redis, RabbitMQ and Linux.

Vesting Finance, Software Developer

JUL 2016 - JUN 2017

I was hired by Vesting Finance to help maintain several legacy PHP applications which came into their possession after they acquired Focum. However, soon after I started they themselves were acquired by Arrow Global, and it became unclear what the future of these applications would be. Without a clear goal and future, I eventually decided it was time for me to move on.

Technologies involved were PHP, MySQL and Linux.

Spil Games, Software Developer & DevOps Engineer

APR 2016 - JUN 2016

I was hired by Spil Games to help migrate/rewrite a large portion of their backend stack from Erlang into Python microservices. For this we used a combination of Flask and Docker, with the continuous integration and deployment process setup in Jenkins, Mesos, Marathon and Consul.

Technologies involved were Erlang, Python, Flask, Docker, MySQL, Couchbase, Marathon, Mesos, Chronos, Consul and Linux.

BrainCompass, Consultant

MAR 2016 - APR 2016

I was hired by BrainCompass to review their current development stack and offer insight into potential weak spots (security risks) and points for improvements (technical debt). Next to that I coached and mentored two of their full time developers and helped them overcome any obstacles they were facing.

Technologies involved were PHP, Redis, MySQL, MongoDB, Docker and Linux.

Teamup.com, Software Developer

SEP 2015 - MAR 2016

I was hired by Teamup Calendar to work remotely as a PHP developer on their application. I helped implement several new features, such as notifications through email and Slack based on events triggered in the core application, and payments through Stripe.

Technologies involved were PHP, MySQL, Redis and Linux.

Medicore, DevOps Engineer

SEPT 2014 - AUG 2015

Assisting development teams with technical questions, both application code related or otherwise, by providing feedback, insight or solutions from past experience. Refactoring legacy code to deal with technical debt issues, allowing the application to benefit from and leverage more modern libraries and technologies. Responsible for maintaining the internal development infrastructure, such as keeping the on-site Atlassian stack (Confluence, Jira, Stash, Bamboo) running and up to date. Create and maintain internal development tools to facilitate deployment and testing processes.

Technologies involved were PHP, MySQL and Linux.

Spil Games, Backend Developer & Technical Lead

JUL 2011 - JUN 2014

Initially I started as a senior backend developer in the payments platform team. Together with the team we grew this relatively young project from 1M/year revenue to over 15M/year. We used a conventional web stack that involved PHP, Nginx and MySQL. We set up near real time monitoring of a large number of metrics through the use of Graphite. Next to that I took the lead in establishing an efficient and reliable deployment pipeline from development to production. For this I used Jenkins and a set of jobs that took the project from Git, through testing and packaging (YUM) and finally deployment to staging and/or production clusters.

I also joined the lead architects team, in which we shared ideas, feedback and expertise in regards to the many challenges we faced with our growing user base (>180M monthly visitors) and increasing complexity of our products.

Technologies involved were PHP, Python, Erlang, MySQL, Redis, Memcached and Linux.

M+ Group, Software Developer

DEC 2010 - APR 2011

Created a warehousing solution for the M+. The system automated most administrative parts in regards to in- and outgoing stock/products/orders. Setup workstations using touch screens and barcode scanners to process orders efficiently and effortlessly. Automated delivery scheduling with third party transportation companies (eg. PostNL formerly known as TNT Post). This resulted in several hours of manual labor saved every day. It also increased the amount of orders that could be handled on a day per day basis by tenfold.

Technologies involved were PHP, MySQL, Redis, Memcached and Linux.

Nowcast, Software Developer

OCT 2009 - NOV 2010

Created an in-store advertising system (also referred to as a narrowcasting solution). By enabling customers to create content slides and playlists, they were able to optimize their in-store advertising on a per screen basis via our CMS.

Nanon, Software Developer

OCT 2007 - SEP 2009

Various small projects. Community websites for multiple cities in the Netherlands. Websites for customers, etc.