

# Brian SCHAFFNER

## PERSONAL INFORMATION

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WEBSITE: [brianschaffner.com](http://brianschaffner.com)

## WORK EXPERIENCE

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| <i>Mar 2018–Current</i>  | <b>Trade Applications Support Engineer at AKUNA CAPITAL, Chicago IL</b><br><i>DevOps &amp; Application Support</i><br>Supported 150+ derivatives/futures/cryptocurrency trading applications across three geographies (Chicago, Sydney, and Shanghai) running a mixed stack of Python, C#, C++ ontop Ubuntu/Debian. Responsible for all code releases (30-50/day) in a continuous deployment environment. Pro-actively setup monitoring, log rotation, wrapper scripts, and continuous efforts to scale various workloads.  |
| <b>MAR 2015–MAR 2018</b> | <b>Engineer I at FORSYTHE TECHNOLOGY, Chicago IL</b><br><i>IT / Datacenter Engineering / Consulting</i><br>Worked across multiple sectors and domains in support of large enterprise initiatives related to data center migration and infrastructure-as-code automation. Served as the technical migration lead for a 4000+ mixed operating system migration both in the cloud and on-premises. Architected and deployed Citrix, VMware, Epic, and infrastructure automation with Ansible for a large health care system.   |
| <b>JAN 2013–MAR 2015</b> | <b>Associate Consultant FORSYTHE TECHNOLOGY, Chicago IL</b><br><i>IT / Datacenter Engineering / Consulting</i><br>Participated in rotational program designed to train recent college graduates in various aspects of IT consulting. Integrated and configured newly received equipment for testing in data center. Supported Solution Architects in a pre-sales capacity by providing research, data center topologies, and product comparisons.   |
| <b>JAN 2012–JAN 2013</b> | <b>System Administrator at IOWA STATE VIRTUAL REALITY APPLICATIONS CENTER &amp; DEPARTMENT OF GENETICS &amp; CELL BIOLOGY, Ames IA</b><br><i>Game Programming &amp; Systems</i><br>Worked collaboratively in an interdisciplinary team of eight people including artists, animators, and game programmers to help create an educational video game. Maintained the game database which tracked user statistics and demographics for educators to gauge student learning. Redesigned and streamlined projects application program interface (API). Utilized Agile development practices with daily scrums. |

## EDUCATION

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2009-2013 Bachelor of Science in Management Information Systems  
Iowa State University, Ames IA

## TECHNICAL SKILLS

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*Languages:* Bash, Ansible, PowerShell/PowerCLI, Python, Ruby(and Rails), Salt(limited), SQL

*Operating Systems:* Linux(Redhat, CentOS, Debian, Ubuntu), Windows Server(all), AiX

*Core Technical Expertise:* Linux, VMware(vSphere, vSAN, Replication), Hyper-V, Cisco UCS / Central, Redhat Satellite and Canonical Landscape, Datacenter migration toolkits, Automation, Basic L2-L3 Networking, and Postgresql.

*Tools:* Git, Vagrant, Packer, Centrify, Cobbler, Jira

## CERTIFICATIONS

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RHCSA7, VCP-DCV6.5, CCNDA-DC, CCENT, EMC ISM (#s available upon request)