Dane Lipscombe

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Summary

I am a passionate technologist with over 10 years experience developing products and platforms that are reliable and delivered on time. Programming Languages: - PHP, Ruby, Javascript, C#, C++, Java Web Tools and Frameworks: - Laravel, Symfony, Node.js, Grunt, Webpack, Rails, ASP.NET MVC, Wordpress, Drupal Operating Systems: - Ubuntu/Debian and CentOS Linux, Windows server, MacOS Systems Administration: - Docker, Ansible, Amazon Cloud, Chef, LDAP, MySQL, PostgreSQL, Nagios, Memcache, Elasticsearch Developer Tools: - VIM, Git, SVN, Visual Studio, Eclipse, Jenkins, Redmine, Github, GitLab

Experience

Nov 2016 - Current   **Domain Engineer**, *Commonwealth Bank*.

Mar 2016 - Nov 2016   **Senior Technology Specialist**, *Telstra*.

Jun 2013 - Feb 2016   **Software Developer and Systems Administrator**, *Mytrax*, Hatsudai, Tokyo, Japan.

Lead the development and design of architecture for multiple web apps with teams of up to 10 local and offshore developers.

Automated build, deployment and monitoring of systems using Jenkins, Ansible, Chef, Docker and Nagios which simplified and improved the reliability of platforms.

Flexibility to work on various platforms and languages including PHP Laravel, C# ASP.Net MVC, Ruby on Rails, MySQL, Postgresql, Elasticsearch and Memcache.

Nov 2012 - Jun 2013   **Software Developer and Systems Administrator**, *77hz*, Shibuya, Tokyo.

Maintained high availability of popular club event website http://iflyer.tv while introducing new features including REST API and Internationalization to include the UK.

Introduced Symfony PHP framework and Git version control to improve maintainability and deployment of platform.

Mar 2010 - Nov 2012   **Software Developer and Systems Administrator**, *Assetic Pty Ltd*, Melbourne, Australia.

Developing the company's flagship product, SAM (Strategic Asset Management) which is asset management software for local council. Written in C# with Windows

client, WCF server component and MS SQL server database.

Developed websites for multiple customers and created custom Drupal modules in PHP and Javascript, including assetic.com, assessments.com.au, and store.assessor.com.au.

Maintain and improve the companies infrastructure, which includes Linux/Windows web servers running on a VMWare ESX platform in multiple locations.

Mar 2010 - Feb 2012 **Part Time Software Developer and Systems Administrator**, *b2cloud*, Melbourne, Australia.

Developed "Gaawk", a news and social media aggregator/organiser. Written as a Drupal module in PHP, it also includes heavy use of Javascript to enable quick sorting of articles in a single page.

Developed the startups initial Linux server infrastructure and introduced an agile development workflow.

Jan 2009 - Mar 2010 **Games Developer**, *Big Ant Studios*, Melbourne, Australia.

Game play and tools programming on NRL Live, which was released in August 2010. Development in C++ using Sony PhyreEngine on PC, PS3, and Xbox360.

Coordinated with animators in integrating player and AI actions using sofware I created in C# which uses flowcharts to script the animations with the behavior in the game.

Mar 2007 - Dec 2009 **Software Developer and Systems Administrator**, *CASE (Computer Assistance Support and Education)*, Canberra, Australia.

Developed VISE web platform to match students in rural areas to registered mobile teachers. It was developed with PHP and MySQL and contains personal information which in which privacy was a high priority.

On-site systems administrator for various client sites around Canberra. The servers ran CentOS Linux, using Samba for the user accounts on the employees Windows computers.

Mar 2008 - Oct 2008 **Games Developer**, *Micro Forte*, Canberra, Australia.

Improved the tools pipeline including the in house level editor and 3D Studio Max exporters in C++ and MaxScript.

Implemented gameplay and camera elements for a technical demonstration of their BigWorld MMO engine using Python and C++.

Apr 2007 - Jul 2007 **Quality Assurance**, *2K Games*, Canberra, Australia.

Play testing the critically acclaimed Bioshock. Logging and reviewing bugs in their tracking system.

Certifications

80841ACT 2007 - 2007 Advanced Diploma of Professional Game Development at Academy of Interactive Entertainment

HSC 1994 - 2000 Higher School Certificate at Moorebank High School