

Contents

Mark Gomersbach	1
Key proficiencies	1
Experience	1
MYLAPS Sports Timing	2
in2IP B.V.	2
True B.V.	3
Gomersbach I.T.	3
ODMedia	3
Older, Internships & Additional experience	4
Education	5
Additional	5

Mark Gomersbach

Date of Birth: October 29, 1983
Place of Birth: Reeuwijk, the Netherlands

Key proficiencies

Concepts

- Configuration management
- CI/CD
- Software Development Life Cycles
- High-performance/Distributed computing
- System interoperability
- and web/api development

Preferred Languages

- Systems: Python, Bash
- Web: PHP, SQL, HTML, CSS, JavaScript
- (and some obsolete and esoteric)

Operating systems

- Anything posix, preferably Gentoo ;)
- Windows (since WFW 3.11), mainly AD
- Dos variants

Network services

- NGINX, HAProxy
- Tomcat, Passenger
- Load Balancing
- Scaling
- TCP/IP networking

Virtualization

- libvirt
- Docker
- QEMU/KVM
- VMWare

Experience

MYLAPS Sports Timing

Senior Linux Engineer

Dates Employed: Aug 2015 – Oct 2018

Employment Duration: 3 yrs 3 mos

Location: Haarlem Area, Netherlands

THE standard of sport timing equipment and data. From it's humble beginning in 1982 into the absolute dominant player on the market, providing a wide range of performance information for almost any sport with a time element today.

Helping this company modernize and maintain their office and datacenter infrastructure is a incredible journey where I enjoy many new insights into the sports industry, and hard/software design for it.

Gained many friends while working (and after) and got motivated enough to run my first half-marathon

- Introduced infrastructure as code (**SaltStack**)
 - Introduced new monitoring system (**Icinga2**)
 - Maintained Atlassian Stack (**Stash, Jira, Confluence** etc.)
 - Introduced IP management system (**PHPipam/Netbox**)
 - Maintained integrity of data and **knowledge transfer** through several management replacements
 - Help and **teach junior developers** gain knowledge about systems, networks, and CI tools
 - Integrate Active Directory across many of these systems
 - **Under hardcore time and resource constraints**, moved production datacenter with minimal downtime
 - Create **documentation** for all this for future engineers to use
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in2IP B.V.

System- en networkengineer

Dates Employed: Aug 2014 – Jul 2015
Employment Duration: 1 yr
Location: Leiden

Very small DevOps team which includes the owner himself, making communication and influence very easy.

- Explore and master **SaltStack** for **continues integration and stable provisioning**
 - Support helpdesk
 - Having a lot geek, tweak and gadget related fun
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True B.V.

Support Engineer

Dates Employed: Mar 2014 – Jul 2014
Employment Duration: 5 mos
Location: Amsterdam Area, Netherlands

Instead of competing on price, these people go for **quality**, which renders them one-of-kind in the market.

- Firstline **support** (first and only) for clients
- Datacenter **improvements**
- Become ninja whilst playing pool

Their infra and **support is just superb**, and being allowed to work at that level is **stimulating and emboldening** for the perfectionists among us. Only left there to go work for a friend.

Gomersbach I.T.

Owner

Dates Employed: Aug 2012 – Jan 2014
Employment Duration: 1 yr 6 mos
Location: Utrecht Area, Netherlands

One and half year stint into being independent. Merged several code bases into the **chinstrap project**

Main clients:

- **ODMedia**: Rewrite CCMS into new codebase (Drupal 6)
- **ContentCoders**: Consultancy on video encoding infrastructure
- **OutTV/others**: Generic sysadmin work at locations of clients

Amazing experience and incredibly humbling

ODMedia

Senior Software Engineer

Dates Employed: Feb 2007 – Aug 2012

Employment Duration: 5 yrs 7 mos

Location: Utrecht Area, Netherlands

Recruited for video-editing internship, after some months **expanding and automating** ingestion flow I was hired into the company as its first Full-time developer.

- General ingestion of a wild range of ingestion formats
- Documenting ingestion flow
- Automating manual steps of ingestion process

Expanding into Medior position after creating the first iteration of the Content-Coders Management System (Drupal 5 at the time)

- Optimize encoding formats
- **Create Content Management Software for ingestion and delivery flow**
- Create first iteration of encoding cluster

Introducing another colleague into the company, and automated encoding flow for several worldwide broadcasters and their S.T.B.'s earned my Seniorship.

- **Mentorship** of new colleagues
- **Gamification** of day-to-day work
- Extend and expand C.C.M.S to second iteration and added majority of global broadcasters

I have always enjoyed working at ODMedia/ContentCoders. Work hard, play hard and **legendary parties!**

Older, Internships & Additional experience

Camera & video editing

- Visited events and made video reports for the site **VKMag (2005 –2006)**
- Internship: Maintained a video-editing suite at **PalmPlus Productions (2006)**

Audio engineering & live performance production

- Audio engineering of television programs at **United Broadcasting Facilities (2006)**

- Internship: Directed audio, light and media production and mixing at **Pim Jacobs Theater (2005)**

Interviewing & writing

- Interviewed pop artists, reviewed new albums and wrote articles for **Fok! magazine (2004)**

Hardware & programming

- Managed network and maintained machines at **Nederlandse Kampeer-auto Club (2003 –2004)**
 - Repaired and assembled custom-ordered PCs at **Computer Service Buro (1996 –2000)**
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Education

Regionaal Opleidings Centrum Hilversum

- MBO in Sound, Vision & Multimedia 2004 – 2008

Goudse Waarden Gouda

- MAVO, with Math, Science, Chemistry, English, Dutch and Economics 1996 – 2000
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Additional

Languages

- Native Dutch
- fluent English
- some German

Hobbies

- Programming open-source projects
- Flying
- Reading sci-fi and fantasy
- Computer games
- Friends and pets.

