

LARSWIEGMAN

Senior Software Developer

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Simple Two-Step Authentication <i>DutchCoders</i>	PROJECTS	Started as a minimum viable product which enables users to authenticate themselves to cloud services using their smartphone as a token of identity. ¹
		Co-designed and lead the test-driven development process of a service which enables content providers to charge smartphone users through their mobile operator. ²
		Web application for home owners to review their water use. Developed a backend to collect and graph data from wireless hydrometers using embedded hardware.
		A system to monitor luggage congestion on airports. Developed a backend to process live video streams to trigger alarms on predefined events.
		Co-developed a two player space shooter game for the iPad. Graphics, audio and video were developed in house from concept to final product in collaboration with Keeple.
		Designed and built a High Availability Linux Cluster based on the Linux KVM and DRBD technologies to host a voice recorder SaaS solution.
Mobile Payments <i>Leadmotion Inc.</i>	EMPLOYMENT	Co-developed a SaaS solution for small businesses to replay phone calls. This required processing large amounts of email messages containing audio and CDR data.
Urban Hydro Data <i>Sm2sp</i>		Registered as a freelance software developer and consultant with the name Setch to work on custom built web and mobile applications.
Live Video Monitoring <i>DENC Netherlands</i>		Setup and managed a mixed domain infrastructure of Windows and Linux providing over 60 workplaces and a virtual CI environment running on top of VMWare ESXi and Xen at CyberTech International.
Paddle Battle <i>Setch & Keeple</i>		Registered as a freelance web designer to work on web applications. Worked with Ancora Dienstverlening, Club Villamar vakanties, Evilshirts and others.
Linux Cluster <i>Robin Telecom Development</i>		Worked as a Support Agent and Software Trainer at Sykes Enterprises in Amsterdam supporting software products from Connectix Software and Motorola Mobile.
SaaS for Phone Call Replay <i>Robin Telecom Development</i>		Completed an internship at Globart working on interactive media for large fashion brands like Gaastra and Wahaha.
Software Developer & Consultant <i>Nov 2009 - Now</i>	SKILLS	Linux, app containers, Git, Go, Python, PostgreSQL and Redis
Senior System Engineer <i>Jan 2005 - Sep 2009</i>		Go, Python, HTTP, shell scripting, POSIX and BSD environments
Freelance Web Developer <i>Aug 2001 - Oct 2004</i>		JavaScript, HTML, CSS, SQL and online security
Support Agent <i>Jan 2001 - Jul 2001</i>	EDUCATION	Completed the online course by Stanford University that covered the theory and practice of cryptographic systems.
Junior Multi-Media Designer <i>Jun 1999 - Sep 1999</i>		Certified Microsoft Certified Systems Administrator for Windows Server 2003 Domain environments.
Cryptographic Theory and Practice <i>2014</i>		LPIC Certified at the Linux Professional Institute for managing Debian GNU/Linux and Red Hat based systems.
Certified MCSA <i>2007</i>		New Media at HvKU, Business Management at HvA and Film and Science at UvA.
Certified LPIC <i>2005</i>	PROFILE	Graduated pre-university education at the international European School in Bergen (NH) with Dutch as my main language and English as my second.
Preparatory Courses <i>2000 - 2003</i>		Analytical, resourceful, autodidact, creative, reliable and upbeat
Europees Baccalaureaat <i>1993 - 2000</i>		3 September 1980, Alkmaar, Netherlands
Personality	PROFILE	Known as namsral on Github , StackExchange and Twitter .
Birth		
Online	PROFILE	
Online		

1. *My role as a senior developer was to design and develop the HTTP API consumed by mobile-clients and 3rd party cloud-services. The API is developed in the Go programming language along with an API client to test the API endpoint along the way. Requests are authenticated using a derivative of OpenID Connect using JSON Web Tokens (JWT) and public-key cryptography. This greatly simplified the codebase and the operations of deployment. To assist the mobile developers the documentation was written in the RESTful API Modeling Language (RAML).*
2. *One of the challenges in this project was to integrate with a third party API to handle payments with international mobile operators. As every payment initiates a stack of asynchronous requests the Go programming language was chosen for its concurrency patterns.*