

Nicholas Patten

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Profile

Dev-Ops engineer with over three years of experience in industry. Capable of working as part of a team, or independently to fulfill the role. Willing to learn from, and teach others in order to improve overall delivery.

Experience

- **Build Automation & Continuous Integration:**
Jenkins (JobDSL, Scripted/Declarative Pipelines), Artifactory, Nexus, Puppet, Ansible, Maven, Gradle
- **Languages:**
Groovy, Java, Javascript, Bash, Python, C
- **Frameworks:**
Grails, Ruby on Rails, Spring
- **Database & Database Related:**
Oracle, SQL, Hibernate, JPA, Data-Modeling
- **Development & Testing Tools:**
JUnit, Powermockito, archaius, Tomcat
- **IDE's & Text Editors:**
Eclipse/STS, NetBeans, Atom, VIM/VI
- **Version Control:**
Git, Mercurial, GitHub, BitBucket, Gerrit, Gogs, GitLab
- **Markup, Stylesheet and Template Engines:**
XHTML, JSON, CSS, XML, Freemarker, LATEX
- **OS:**
Windows, Mac OSX, Various Linux distributions e.g. Debian, CentOS/Redhat, CoreOs

Employment

2017 - * **DEVOPS & Continuous Delivery Consultant, ECS Digital, London**

Provided consultation on DevOps best practices, hands-on cultural and technical transformations, working primarily onsite with an array of different clients, everything from Financial to Media outlets.

Always engaging with different kinds of people and technologies, keeping ahead of the curve to provide custom solutions for a client that adds value to their business.

Completed many successful projects, including migrating old CI Systems, Infrastructure as Code, Pipeline as Code, auto-scaling build agents and immutable Jenkins instances.

Worked as a standalone consultant and as part of a team, in both instances delivering documentation, weekly reports, and maintaining customer expectations.

2014 - 17 **CMS Release Manager, Mirada Exeter**

Responsible for the managerial and development aspects of providing releases of the company's CMS product to various environments to support business continuity.

The management side of this role involves communicating with other teams to ensure that their schedules are on time for the next release and working to resolve any blockers that they may encounter. Spending time with staff, working through their build issues, scheduling problems and discussing best implementation methods for designing their service changes.

Hands-on with development, focusing on designing and implementing build processes, often programmatically declared using languages such as groovy and bash, accompanied by Jenkins' jobs. Maintenance and improvement of these processes and scripts are core to the continuous delivery of the product.

Technical meetings, with various levels of management, around how best to improve our processes and the benefits of the proposed solutions.

Operational tasks as issues arise in deployment environments, which need to be taken care of before install/deploy processes can continue. Acquired good experience with command line and managing Linux based services such as solr, rabbitmq, Oracle database, sshd and more. Was involved in migrating a bricks and mortar system to a cloud-based container system.

2013 - 13 **National Museum, Cardiff**

2011 - 11 **Oxfam, Cardiff**

2008 - 08 **Maplin's Electronics, Cardiff**

Education

2011 - 14 **Aberystwyth University; Computer Science BSc Hons:**

Major Project; Ms. Pac-Man Artificial Intelligence Software Controller:

Researched and developed an autonomous software controller for the video game, Ms Pac-Man game

Modules:

C + +, C And Java Programming Paradigms

C And Unix Programming

Concepts in Programming

Agile Methodologies

Software Development Life-cycle

Developing Internet Based Applications

Modelling Persistent Data

Computing Mathematics

2009 - 10 **St David's Catholic College; GCE A Level**

2004 - 09 **St Teilo's CIW High School; GCSEs**

Referees

References available on request