JURRIAAN PERSYN

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PROFILE

I consider myself a passionate and self-taught developer, with a strong sense of creativity and a great eager to learn. I want to build kick-ass products that add value to people's daily lives. My previous work experience in high demanding environments have made me a person with eye for detail and getting things done.

On a technical level I consider myself skilled in both front end as backend technologies, with my current main strong points being web development, performance and scalability. Having led a team of 5 developers I'm familiar with the dynamics of running a team; the importance of communication and getting people to work together enthusiastically to build great products.

PROFESSIONAL BACKGROUND

Developer, Gatcha - Massive//Media (Gent, 2010-2011)

In 2010 I was asked to help kick start Gatcha, a new venture of Massive Media that is a platform for social game distribution on networks like Facebook, Netlog and Myspace. I worked on building the platform and helped determine the strategy in a small team with a start up mentality. We built a platform that includes highscore systems, achievements, a challenge builder, activity streams and game developer api's. It uses technologies like the Facebook api, OpenSocial and Amazon Web Services.

Achievements: The product was built from the ground up in 6 months, supporting around 1 million gameplays each day. The work included building several standalone components (eg. mail service) and a test framework.

Team Lead, Netlog - Massive//Media (Gent, 2008-2009)

From 2008 my job at Netlog included the follow-up of a team of 5 developers, focusing on the visible user features of the website. My job included status reporting (communication both up and down), setting up road maps and improving the skills and efficiency of each team member (review & training).

Achievements: With the team we successfully introduced several new features, including a major redesign and new (mobile) payment options. The front-end team was a successfull experiment with a sub-team in a larger developer team.

Junior Web Developer (Labs), Netlog, Massive//Media (Gent, 2006-2007)

I landed this jobs days after leaving school and became part of a team of 10 building a product for 5 million users. Since then both the team and product have grown immensely. As a php developer I worked on improving existing site features and building new ones, with a focus for features that are visible to the user and/or experimental.

Achievements: Worked on several migrations and rewrites to be able to support the quickly growing user base (76M+). Introduced the 'newsfeed' feature. Improved the translation system for localization of the site in over 30+ languages.

EDUCATION

KaHo St. Lieven, Gent - Master in Industrial Sciences, option Electronics and ICT, 2006

SKILLSET

- Excellent knowledge of the building blocks of today's (mobile) web: html(5), javascript (ajax, Prototype lib, jQuery lib, json), css.
- Excellent knowledge of software development including MVC and OO techniques and back end technologies in the LAMP stack, including php, Apache, mysql, Sphinx (search engine), Gearman (job queuing system), a.o.
- Good overall knowledge of all web stack technologies, including http, server tuning, etc.
- Familiarity with frameworks as Zend, WordPress, ExpressionEngine.
- Basic familiarity and experience with other technologies and software languages including Java, C#, VB.NET, ActionScript.

PUBLICATIONS & PRESENTATIONS

- "*Introduction to Memcached*" (2010). Presented during the course "Web Techniques" for college students IT at the KaHo St. Lieven university.
- "*Building a social gaming platform in the cloud*" (2010). Presentation for phpBenelux user group meeting about the Amazon AWS platform.
- "*Meet the OpenSocial Containers*" (2008). Part of panel at Google I/O presenting Netlog.
- "*Database sharding at Netlog*" (2008). On scaling techniques and performance issues. Presented at FOSDEM 2009 in the MySQL track, Netlog Developer Day and BarCamp events (25k+ Slideshare views and mention on eg. highscalability.com).
- "*Get your frontend sorted*" (2008). About improving performance, for a BarCamp event.
- "*Designing Autism Friendly Websites*" (2006). Master thesis on accessibility & usability.

OWN PROJECTS & INTERESTS

- Producer and dj for Beyondjazz.net, a weekly fm radio show and podcast.
- Love street art photography. Hunt down pieces of local artists in Gent.
- Recently returned from a 9 months leave, traveling through Australia, New Zealand & Southeast Asia. Travel blog: http://noworries.jurriaanpersyn.com. Got addicted to deserts, coral reefs and beach life.
- Worked on several smaller side projects as a summer intern (*way back then*) or projects that allow me to experiment with newer technologies like html5, including a coffee bar recommendation site, koffiemetplets.be, that uses geo-location.