# Sandra Maksimovic

https://github.com/sanmaksim

## Summary

Qualified IT professional pivoting from systems administration to software development, bringing deep expertise in digital and on-premise infrastructure and hands-on experience building robust, scalable applications. Proven ability to leverage a sysadmin background for efficient, reliable solution design—ensuring performance, security, and maintainability. Passionate about empowering purpose-driven organisations by creating user-friendly tools and automating complex workflows. Adept at learning new technologies, adapting quickly, and solving real-world challenges creatively. Home lab enthusiast with a strong interest in open-source software, hardware tinkering, and fostering user education.

## Technical Skills

**Cloud & Platforms:** AWS, Azure, Office 365, VMware, Docker, Singularity, Ansible, ownCloud, SCCM, CI/CD
**Infrastructure:** Linux & Windows server administration, HPC, containers, storage, networking, DNS, AD/Entra ID
**AI Platforms & Tools:** ChatGPT, MS Copilot, Perplexity, Ollama, NVIDIA Chat with RTX, LM Studio, Open WebUI
**Databases:** MariaDB/MySQL, PostgreSQL
**Scripting & Automation:** Bash, PowerShell, Ansible, Batch, Python, Perl, VBScript
**Programming:** JavaScript, TypeScript, React, HTML/CSS, Bootstrap, REST APIs, .NET, ASP.NET, C#, C++, Java, Git
**Web & Integration:** Nginx, Apache, automation workflows, research & web apps
**Soft Skills:** End-user training, documentation, cross-team collaboration, knowledge-sharing
**Languages:** Fluent in English and Serbian

## Work Experience

**Software Development Projects / Career Transition**
*Self-directed learning and projects*                                                                        May 2024 – Present
- **Gameplays:** Building a video game manager/tracker web application (TypeScript/React front-end, C# ASP.NET server API), sharpening skills in web app deployment, system integration, cyber security and data accuracy.
- **Guavanoid:** Developed a browser-based block-breaker game using pure JavaScript and the Canvas API, exploring physics and game play programming.

**Murdoch Children's Research Institute**
*Senior Systems Administrator*                                                                             Nov 2014 – Feb 2024
- Configured, maintained, and optimised scalable Linux and Windows infrastructure supporting 2500+ staff, ensuring high availability and secure service delivery.
- Led deployment and evolution of the High Performance Computing (HPC) cluster, enabling critical research with resilient, future-ready compute resources.
- Automated server deployment, patching, backups, and restoration via Ansible, PowerShell, and Bash—reducing downtime and enhancing business continuity.
- Deployed and supported digital research platforms and web applications; implemented system changes to improve data accuracy, integrity, and compliance.
- Monitored data flows, proactively identified and resolved technical issues, and safeguarded sensitive research data in line with data privacy frameworks.
- Produced comprehensive documentation, contributed to knowledge-sharing, and provided hands-on guidance to foster digital literacy across multidisciplinary teams.

*Service Desk Technical Officer*                                                                            May 2012 – Oct 2014
- Delivered rapid front-line technical support, resolving user incidents and minimising disruption for research staff.
- Managed the institute's diverse fleet of Windows, Mac and Linux desktops.
- Utilised SCCM for efficient deployment and configuration of Windows endpoints.
- Automated operational and administrative tasks, increasing accuracy and efficiency through VBScript, PowerShell and Batch scripting.
- Assisted with organisation-wide hardware, software, and system roll-outs, ensuring continuity and robust support.

**Sunbury College**
*IT Technician*                                                                                          Jan 2012 – April 2012
- Maintained and supported classroom and back-end IT infrastructure, troubleshooting and resolving technical issues with minimal disruption to teaching activities.

**Blue Tongue Entertainment**

*Level Designer*                                                                                          Jan 2009 – Aug 2011
- Designed and shipped multiple levels for 'de Blob 2', collaborating with interdisciplinary teams and responding to feedback during iterative development.
- Conducted extensive play-testing and bug-fixing to enhance game quality, mentoring new starters along the way.

*Quality Assurance / Level Design Intern*                                                                 Jan 2008 – Dec 2008
- Performed QA for game development, logging bugs and providing actionable reports to the technical team.
- Assisted with play-testing and minor bug-fixing to enhance game quality.
- Designed a prototype level from a brief using the in-house development tools.

## Education

**Swinburne University of Technology**                                                                    2005 – 2008
*Bachelor of Science (Computer Science and Software Engineering) / Bachelor of Multimedia (Games and Interactivity)*

## References

Available upon request.