

Sydney Panesar

Software Developer

🌐 <https://sydney.pm> ✉ [sydney.panesar\[atg\]mx.at](mailto:sydney.panesar[atg]mx.at) in [sydney.panesar](#) 🖥 Neo-Desktop
☎ +43 676 7763616 📍 Sankt Pölten, Nieder Österreich, AT



Technical Skills

Programming	GoLang, Visual C#, VSE JCL, MVS JCL, PL/I, COBOL, Perl, PHP, Java, JavaScript, TypeScript, Pseudo code, SQL, BASH Scripting, Windows Batch Scripting
Technical Skills	Computer Repair, Network Administration, Network Design, Wireless Security
Back-end Web Development	Go, MySQL, PostgreSQL, PHP, Perl, Bash
IBM Systems Programming	PL/1, CICS, z/VSE, PL/SQL, SQL, 3270, JCL, Assembly, C++, z/OS

Work Experience

- MediaReps** *Consultant* 📍 San Diego, California, USA 2018-04- 2018-06
- Worked in a high-traffic, minimal OO-PHP environment
 - Helped transform a legacy codebase with new paradigms and object orientation
 - Assisted with JQuery in front-end development
 - Introduced code review concepts and pair/group debugging for larger issues
 - Assisted in every way possible to keep a four-nines SLA for customers
- Zego (formerly PayLease)** *Software Engineer* 📍 San Diego, California, USA 2016-03- 2017-08
- Worked in a PHP environment using Agile methodology for a very active PCI Level One Compliant payments platform
 - Worked with many components of the CodeIgniter and Laravel stacks
 - Assisted with JQuery in front-end development
 - Developed unit tests using PHP unit and prophecy, and automated front-end tests with Selenium and friends
 - Supported other developers in a small team and even in the larger-scoped engineering department as a whole
- Station Local** *Principal Engineer* 📍 San Diego, California, USA 2014-12- 2016-01
- Worked using PHP and MySQL with Laravel, on Google App Engine
 - Worked using Go Language with PostgreSQL, Redis, MongoDB, Docker, HA-Proxy, on Amazon Web Services S3, EC2, and Glacier to facilitate a blazing fast, scalable, mobile, and desktop media sharing API
 - Assisted with front-end development using Node.js, grunt, and Browserify. Gathered some exposure to React
- Intelligent Digital Security Solutions** *Primary Engineer* 📍 San Diego, California, USA 2014-02- 2015-02
- Developed an application deployed in real-world environments that allows multiple logins, manages files, calendar events, and forms for everyday usage
- Agency Certified Monitors** *Primary Engineer* 📍 San Diego, California, USA 2014-01- 2015-04
- Developed a prototype embedded real-time logging and feedback system for commercial and industrial refrigeration/freezing systems
- Coleman University** *Institutional Research Programmer* 📍 San Diego, California, USA 2013-10- 2014-11
- Worked in an IBM VSE/ESA based environment
 - Created programs to extract information from a proprietary student information system and reported process
 - Programmed in PL/I and JCL/JECL batch scripting
 - Used PHP and MySQL to develop a LDAP authenticated web application. Used Bootstrap to achieve responsiveness and JQuery for user interaction
- Coleman University** *Work Study - Campus Diversity Department* 📍 San Diego, California, USA 2012-08- 2013-10
- Performed various tasks to promote and identify diversity among individuals working and studying on campus
- Steele Canyon High School** *Theatre Show Operator* 📍 San Diego, California, USA 2012-08- 2011-01
- Worked with various crew members to facilitate the production of a live theatrical event.
 - Set goals for others to ensure deadlines
 - Developed good group working skills and social ability.
 - Created a Windows application to play sound effects based upon keys played on a USB MIDI Keyboard.
 - Gained experience with sound and lighting in a live theater production environment.
 - Hands on training with an ETC Expression 72/144 control board.
 - Acquired knowledge of basic electrical circuitry along with proper safety and effective team building communication skills.
 - Worked many shows with student crews and hired professional companies

Coleman University *Systems Programming Intern*

San Diego, California, USA 2011-01- 2012-04

- Developed, tested, and debugged online and batch programs
- Used CICS for storing data in flat VSAM files
- Developed a PL/I skill set

ALPS Logistics & Consulting *Founder / Lead Consultant*

El Cajon, California, USA - Global 2009-10

- Managed computer repairs and support remotely
- Consulted on network issues
- Implemented a backup solution based around on-ground data storage, Amazon Web Services S3, and Glacier for redundant backups of mission-critical data
- Created server-less, single page applications using Node.js, JQuery, Grunt, and Browserify. Responsiveness was achieved using Bootstrap
- Used IBM SoftLayer's CDN for static asset caching
- Used Hurricane Electric's DNS services for lightning fast DNS responses.

Education

Coleman University

<https://coleman.edu/>

2014-10-01- 2016-10-01

Bachelor of Software Development

Coleman University

<https://coleman.edu/>

2013-10-01- 2015-10-01

Associate of Computer Information Systems

Steele Canyon High School

<https://schscougars.org/>

2009- 2012

High School Diploma

Projects

Universal MS Key Toolkit

<https://github.com/UMSKT/UMSKT>

- Developed a cross-platform application using CMake, CPM.CMake, C++17, OpenSSL, and CryptoPP
- Worked closely with a small team to disassemble and create requirements for the application
- Uses Docker and Github Actions for continuous integration
- Exposure to high-level mathematics, including field theory and elliptical curve cryptography

Starsiege Players

<https://github.com/starsiegeplayers/>

- Developed a website using Svelte
- Performed disassembly on client executable to determine necessary response for client->master server traffic
- Developed a primary master server and infrastructure using Golang and Docker
- Utilizes budget-friendly dedicated server hardware for both website hosting and master server hosting

Aesthetic TV

<https://github.com/AestheticTV>

- Experimented with CasperCG for realtime, automated video switching
- Curated a catalog of 80s animated television shows and commercials
- Developed an Adobe Flash and actionscript skill set

3D Pinball Space Cadet Disassembly

<https://github.com/Neo-Desktop/3d-pinball-space-cadet>

- First attempt at 3D-Pinball disassembly
- Spawned a CMake/SDL2 fork that has widespread use
- Utilized Ghidra and publicly available debugging information to provide disassembly