

Igmar Palsenberg

Curriculum Vitae

Eltingerhof 90

6921 DG

+31 613256781

✉ igmar@palsenberg.com

🌐 www.palsenberg.com

🐦 Palsenberg

👤 igmar

🌐 [igmarpalsenberg](https://www.linkedin.com/in/igmarpalsenberg)

Dutch drivers license B

Education

1997–2001 **Bsc in Information Techologie**, HAN univeristy of applied science, Bsc.

1993–1997 **Telematics**, MTS Deventer.

Languages

Dutch Native language

English Fluent

German Good

Bachelor thesis

2001–2001 **Thesis**, C, PHP, Graduate project.

Wrote an PostgreSQL extension that encrypts the database records in a row level. The extensions comes with some options that make storing transactional data in PostgreSQL easier.

Internship

2000 **End-year internship at Tunix.**

Designed and implemented a firewall log analysis system

Community

Blog www.palsenberg.com, *My blog*.

Github github.com/igmar, *Github*.

Tweakers.net <http://tweakers.net/gallery/5365>.

Work Experience

2017- **Dev Engineer**, ING, Amsterdam.

Dev Engineer working on ING's next generation payment engine. We're migrating legacy systems to a scalable, multinode payment engine, designed to do realtime payment for both internal and external customers.

Detailed achievements:

- Helping create the foundations of the new payment engine.

2014–2017 **Software architect**, *Coolgames*, Amsterdam.

Tech lead and architect, re-designing and expanding our microservices architecture. We develop using Play Framework 2.x and Java 8 exclusively. I develop with scalability in mind, in order to serve all traffic requirements needed. We do this based on a message drive reactive application stack, developed in Play, using Akka cluster technology.

Detailed achievements:

- Migrated from a monolith application in Spring and Play 1 to microservices using Play 2

Achieved goals:

- Create a resilient platform that is self-scaling and self-healing
- Improve overall quality
- Automate deployments

2013–2014 **Senior JAVA backend developer**, *Coolgames*, Amsterdam.

Member of the backend team, implementing backend services using using Play framework 1.x and 2.x. The backend services are used to service high-traffic gaming websites. The backend is based in microservices, and deployed in Amazon AWS. We develop either in Java 7 or Java 8, using the reactive manifesto philosophy.

Detailed achievements:

- Introduced Play framework 2, to bring the stack to today's standards
- Introduced proper DevOps operations, fulling automating building and deploying applications

2001–2013 **Lead developer**, *JDI internet professionals*, Arnhem.

Lead developer of JDI internet professionals. I was responsible for all technical decisions made within the company. We created our own CMS in 2003, aimed that time at the best customer experience, written in LAMP. We rewrote the CMS in 2013 using the latest technologies, using Play 1 and React, but keeping the focus aimed at the customer experience.

Daily tasks:

- Leading troubleshooter
- Leading research, and writing proposals based on that
- Server maintenance, both internal and external
- Leading finance

Skills

Languages **C = Java > C++ > Bash > Python.**

Cloud **AWS.**

Atlassian **JIRA, Confluence, Bamboo, Stash.**

Version **Git.**

control

Linux **CentOS, RHEV.**

Frameworks **Play framework.**

Big Data **Cassandra, DynamoDB.**

Payments **PACS008,Equens,International payments.**

Games **OceanHorn, Insurgency.**