

# Igmar Palsenberg

## Curriculum Vitae

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### Education

- 1997–2001 **Bsc in Information Technologie**, *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](http://www.palsenberg.com), *My blog*.  
Github [github.com/igmar](https://github.com/igmar), *Github*.  
Tweakers.net <http://tweakers.net/gallery/5365>.

### Work Experience

- 2023- **Advisory Architect**, *ING*, Amsterdam.  
Wholesale banking advisory architect. I focus on application design and infra components. I'm involved as a solution architect, as well as involved in making designs a reality. I on a regular base write PoC's, to create insights if a design can be made into a reality.
- 2020-2023 **Platform Architect**, *ING*, Amsterdam.  
Platform architect, focussed on reactive technologies and infra components. I actively promote reactive designs based on the reactive manifesto, with a strong focus on Akka, Akka Cluster and Akka Streams. I'm a specialist in middleware technologies (databases, messaging services, streaming data platforms), providing design guidance to teams and help on the implementation side.

2018–2020 **IT Chapterlead**, *ING*, Amsterdam.

Leading a team of 15 engineers. The focus is on creating and developing a team of great engineers, both onshore as well as offshore.

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

Dev Engineer working on ING's next generation payment engine. The implementation is fully reactive, written using Akka, Akka streams and Alpakka. 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.
- Designing ING's new Clearing and Settlement hub.
- Bringing the new CSH to production

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 ICT*, Arnhem.

Lead developer of JDI ICT. 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

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## Skills

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

Cloud **AWS.**

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

Version control **Git.**

Linux **CentOS, RHEV.**

Frameworks	<b>Akka, Akka Streams, Alpakka, Play framework.</b>
Big Data	<b>Cassandra, DynamoDB.</b>
Payments	<b>PACS008,Equens,EBA,International payments.</b>
Games	<b>OceanHorn, Insurgency.</b>