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Introduction for position

Python Developer
ID 11444

 CROSS BORDER TALENTS

CURRICULUM VITAE

Place of residence Berlin, Germany

Profile IT Professional with 20 years of experience desktop and web-based development, focused primarily on Python development projects.

Skills & Competences

- Programming Languages: Python, C++, Objective-C, C, JavaScript, PHP
- Databases: MySQL, PostgreSQL
- Environments: UNIX/Linux, Amazon Web Services, Heroku
- Web Frameworks: Django, Flask, Laravel
- Operating Systems: Mac OS X, UNIX/Linux variants, Windows
- Versioning Tools: git, CVS, Perforce, Subversion

Education 2001
Bachelor in Computer Science
Dalhousie University

Work Experience

07/2010 – current
Freelance Python Developer
Germany
Main tasks/ projects:

- Development of REST APIs
- Extensive work with Django, Flask, and Laravel
- Developed and deployed numerous websites, including those based on Django, Flask, Laravel, HTML/CSS, JavaScript/jQuery and other technologies
- Worked with Amazon Web Services, Azure and Heroku extensively
- Worked with data science modelling, using such Python libraries as numpy, scikitlearn, pandas, Spark, and others
- Worked with AWS ETL pipelines (primarily Glue, and custom scripting)

Environment: Python, Django, Flask, AWS, Heroku, PHP, Laravel, Linux, OSX

07/2018 – 03/2019
Senior Python Developer (Freelancer)
Germany
Main tasks/ projects:

- Development of REST APIs
- Extensive work with Django, Flask

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- Extensive work with Amazon Web Service ETL pipelines
 - Maintenance of large Redshift databases, focusing on throughput and accountability
 - Primary responsibilities included data science modelling, using such Python libraries as numpy, scikitlearn, pandas, Spark, and others

06/2017 – 10/2017

Senior Python Developer

Germany

Main tasks/ projects:

- Adopted a Python/Flask based REST API, a microservice to provide detailed financial information and insights about potential customers
- Worked with various teams to improve performance and accuracy of the API
- Mentored other employees on the data science team regarding Python programming

Environment: OS X, Flask, Python, REST, Postgres, Amazon Web Services

07/2015 – 03/2017

Lead Developer

Canada

Main tasks/ projects:

- Acted as Lead Developer for NewKnow, a Montreal-based Learning Management System startup
- Design and implementation of entire backend REST APIs
- Rollout and maintenance of entire infrastructure, including multiple microservices
- Managed small team of programmers

Environment: OS X, Django, Python, Postgres, REST, Amazon Web Services, Heroku, PHP, Laravel

08/2011 – 03/2012

Senior Python Developer

Canada

Main tasks/ projects:

- As part of two-person development team, built a Django-based website from the ground up
- Website interacted with an account management server through a REST protocol, and interfaced with key systems as necessary to provide billing functionality, chat support, user preferences
- Worked up and down the entire stack, from the server and database, to the Python code, to the jQuery code necessary to drive the site
- Involved in Test Driven Development effort, as well as packaging and deployment tasks

Environment: OS X, Apache, Django, Python, MySQL, REST

08/2011 – 03/2012
Senior Python Developer
Canada

Main tasks/ projects:

- As part of two-person development team, built a Django-based website from the ground up
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Environment: OS X, Apache, Django, Python, MySQL, REST

05/2008 – 07/2010
Software Developer
Canada

Main tasks/ projects:

- Joined group dedicated to support and maintenance of a multi-platform video game engine as well as a suite of level and asset-editing tools
- Provided bug fixing and feature development for up to three games in progress on Wii, Xbox360, PC and PlayStation 2
- Given ownership of all fixes and enhancements related to sound
- Met with representatives from multiple teams to prioritize and finalize the development of new engine features

Environment: C++, C#, Python, Perforce, Visual Studio.NET, Xbox360, Wii, PS2

09/2005 – 04/2007
Software Developer
Canada

Main tasks/ projects:

- Duties included addition of features to suite of level-editing tools, and ongoing work on gameplay features for a future AAA video game title
- Actively promoted best practices by encouraging thorough code review, introducing a unit test framework, and educating coworkers in test driven development
- Transitioned to sound programmer for a next generation console release

Environment: C++, C#, Perforce, Visual Studio.NET, UML

06/2004 – 03/2005
Software Developer
Canada

Main tasks/ projects:

- Designed and implemented several key features for a desktop application created for video game sound designers (Wwise)
- Performed design reviews of peer architecture work

Environment: C++, Visual Studio.NET, CVS

Languages

- English (Native)
 - German (Intermediate)
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