

WIM VANDER SCHELDEN

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ABOUT ME

I'm an software engineer with over a decade of industry experience, mostly working on backends of distributed applications built on Linux and cloud platforms.

I'm passionate about technology and love learning new things, building software and tackling technical challenges.

LOOKING FOR

A senior engineering position where I can help solve challenging technical problems. I prefer to design and develop software built with Go or Rust.

SKILLS

- Go, Rust, Python, C & C++
- Kubernetes & Docker
- Linux
- AWS
- Terraform

LANGUAGES

- English (fluent)
- Dutch (native)

EXPERIENCE

2021 - 2024: Form3 Ltd

I designed and developed services as part of a distributed system for payment processing running on Amazon ECS and Kubernetes, using REST APIs and message queues for inter-process communications. I also designed and ran chaos tests to run on our Kubernetes platform.

Skills: Go – Terraform – AWS (SQS, SNS, S3, RDS, ECS, EKS, ECR) – Kubernetes – NATS – CockroachDB

2018 - 2021: Western Digital Corporation

Developing a high performance, high availability on-premise distributed object storage and file system on top of our in-house key-value store. Provided full compatibility with Amazon S3 and NFS. Initially in C++ and later we incrementally reimplemented most functionality in Go.

Skills: Go – Docker – Linux – GRPC – C++ – Python – AWS (S3, EC2, Lambda)

2013 - 2018: Cisco Systems Inc

Developing a video processing and transmission platform. Initially as an embedded appliance and later as part of the team responsible to turn this into a virtual, software-based appliance built on Red Hat Enterprise Linux and building integration with systemd, abrtd, firewallD etc.

Skills: C / C++ – Python – Linux

2012 - 2013: Philips N.V.

Part of a debugging and internal tooling team for Philips' Linux-based TV firmware development, mostly working on post mortem crash analysis.

Skills: C – Linux

2010 - 2012: Universiteit Gent

Research assistant working on compiler and virtualization research projects around software security, sandboxing. In collaboration with IMEC and Arm Ltd.

Skills: C / C++ – Linux – Qemu – LLVM

EDUCATION AND TRAINING

- 2022: System Programming for Linux Containers by Man7.org
- 2017: GPU Programming with OpenCL by Vrije Universiteit Brussel
- 2017: Linux Kernel Development by Linux.be
- 2016: Cybersecurity training by Proximus
- 2015: Yocto build system workshop by Sioux Embedded Systems
- 2014: Safer C for Embedded Systems by Randy Marques
- 2014: Certified Scrum Master by Scrum Alliance
- 2008 - 2010: Master of Engineering: Computer Science - Universiteit Gent
- 2005 - 2008: Bachelor of Science: Informatica - Universiteit Gent