

Mark Preston Gardner

AKA RuneImp

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SUMMARY

- **Systems Integration Engineer** I strive for a wholistic understanding of systems, looking for organic integrations that are simple and robust.
- **DevOps Engineer** I've always believed in a frictionless process between development and operations. And intuitively appreciate CI and CD methodology.
- **Tools Developer** Few things make me happier than creating tools that make others life easier.
- **Web Engineer** I am a proficient Unix/POSIX Administrator (FreeBSD, Darwin and most flavors of Linux), Full-Stack Developer, and expert HTML 5 and CSS 3 web designer.
- **Designer** I doubt anyone would pay me to do it but I've been an artist all my life and am quite competent (for a developer) with Photoshop (since version 3) and Illustrator (since version 6) as well as other 2D and 3D tools.

WORK HISTORY

Two Bit Circus June 2017 – Nov. 2018

I developed the app that utilized the EMBED Smart Game Protocol which notified (Walnut or games directly upon successful payment) the User ID and Station ID so games would know who's score to save and what position they were playing in the game. I maintained and enhanced the Walnut game control system used to manage certain game systems. This allowed the crew to choose which game to launch and with what settings per game instance. Docker was used daily for running Walnut clusters, build systems, etc. I handled system setup for a time as I was the local Linux, shell and Python scripting, and Windows expert, 2nd only to our CTO. I created and maintained documentation and tools for 3rd party developers to integrate with our systems.

Environment: Ansible, Arduino (Teensy), BASH, BATCH, Docker, Git, Go, Google Cloud Platform, JavaScript (JSON/Node/React), Linux, macOS, Markdown, PDF, Puppet, Python 3 (Addict, Click, Flask, gevent, PyInstaller, PySerial, PyYAML, Requests), Redis, UDP-JSON, Windows, WinRM

\TBWA\MAL (Media Arts Lab) Oct. 2014 – Aug. 2016

I helped maintain and enhance the internal systems the company used to do most of it's work, covering HR, Production, Travel, and Asset Management. While there I was able to utilize and in some cases learn from scratch: BASH (local and remote scripting), CardDAV, Cucumber (deployment), Ember CLI, EmberJS, Git, LDAP/Active Directory, MongoDB, PHP, PostgreSQL, Ruby (CLI scripting, Rake, RSpec, etc.), and Ruby on Rails.

Environment: LAMP (Ubuntu, Apache 2/Passenger, MongoDB/PostgreSQL/MySQL, Ruby on Rails/PHP), Pow!!, HTML 5.1, CSS 3, JavaScript/EmberJS/{json:api}, and Git/GitHub Enterprise.

Eye-Fi April 2012 – Dec. 2012

Web Services Engineer working on the developer API, support services and documentation for their new service Circ. I setup the OAuth 2.0 implementation, and developer website framework, design, and blog system, API Explorer and Client Manager. The system utilizes my own SimpleThingFramework.

Environment: LAMP (CentOS, Apache 2.2, MySQL 5.1+, PHP 5.3+), XHTML 5, CSS 3 and JavaScript/AJAX/jQuery.

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TheEternalSpace.com, LLC 2008

Initially hired as the Tech Lead for the Eternal Space project at JN Media architecting the site and doing initial documentation for development. I soon moved to Tech Manager hiring the server admin and the client-side and server-side dev teams and participating in daily SCRUM meetings as the technical component. Then moved to the Server-Side Tech Lead position doing API prototyping, server administration and acting as liaison between server-side and client-side developers.

Environment: PHP 5, Flash Remoting via WebORB for PHP, RegEx, Flex 3 Builder, Flex 3 Modules, MXML, ActionScript 3.0, RHEL 4 (RedHat Enterprise Linux) server administration, Trac administration, Subversion administration.

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BLITZ 2004

PHP and Flash Developer creating class based web applications and web sites using OOP techniques. I also advocated code documentation techniques.

ImpTech 2000 – 2009

I took over the previous partnership of Wonder Digital starting my own web design and web hosting company doing web design and development, UNIX server administration, account management, server-side scripting, billing, etc.

Environment: FreeBSD 2.x – 8.x server admin, web hosting client console development via PHP 5, shell scripting, Apache 1.x – 2.2 admin, MySQL 3 – 5 admin, BIND 8 & 9 (DNS), Sendmail, Postfix and Exim (SMTP), QPopper (POP3), FTP, Gopher and other server technologies, billing, help documentation, XML, XPath.