

Mark Preston Gardner

AKA RuneImp

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Summery

I love a good challenge that can stretch my creative and logic muscles. Solving problems and working out best practices for holistic solutions that benefit all involved is how I live. And any excuse to play with Go, Python to make tools for DevOps/Integration/Systems in general makes me happy.

WORK HISTORY

CHE Behavioral Services January 2019 - September 2022

I work primarily on systems integrations for CHE in Go and Python 3. I also create cross-platform productivity apps for the IT staff in Go. Primarily command line apps though some GUI applications as well. I've also done data migrations from CareerBuilder to iCIMS and other similar tasks.

Environment: Bash, Batch, Git, Go 1.11 – 1.19, Google Cloud Platform, macOS, Markdown, PDF, PowerShell, Python 3.7+, SQL Server, Redshift, Windows

Two Bit Circus June 2017 – Nov. 2018

I developed the app that utilizes the EMBED Smart Game Protocol which notified Walnut or games directly upon successful payment sending 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 allowing the crew to choose which game to launch and with what settings per game instance.

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

VBWA\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.

Environment: [Cucumber](#) (deployment), [Ember CLI](#), [EmberJS](#), LDAP/Active Directory, [MongoDB](#), [PHP](#), [PostgreSQL](#), [Ruby](#) (CLI scripting, Rake, RSpec, etc.), [Ruby on Rails](#), 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.

... Trimmed due to space constraints. Full list upon request.

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.

... Trimmed due to space constraints. Full list upon request.

ImpTech April 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.

I was involved in the “Guidelines for Project Directory Structure and Naming Conventions” at [BLITZ Labs](#).