

Carl Crowder

> ABOUT ME

I have been coding professionally since 2005, and as a hobby since long before that.

I prefer system architecture roles and backend software roles but am comfortable anywhere in the stack and have worked from frontend to system administration.

For the last 7-8 years I have been working for remote teams, in various countries with many different timezone differences and so I am comfortable with that. I also have worked as a contractor for a lot of that time, meaning I am used to joining new teams and getting up to speed quickly.

> CONTACT



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> EDUCATION

Sept 2002 - June 2005

Masters of Computer Science

Cambridge University

> SKILLS/KNOWLEDGE SUMMARY

Backend: been using Python and especially Django for about 10 years now so this is definitely my strongest stack for backend work. Also done some ruby and know a little Go.

Frontend: Angular for frameworks, also comfortable writing standard JavaScript and jQuery.

DevOps and Systems: Provisioning using Ansible and previously puppet on various cloud-based infrastructures and also bare-metal servers. Also experience using AWS either manually or via Terraform.

I also have experience as a team lead for smaller teams and of introducing new practises to existing teams - especially DevOps.

> PROFESSIONAL EXPERIENCE

2015 - current

Berlin, Germany

Freelancer/Contractor - Python Backend and/or DevOps roles

Contracts of varying length and scope. Most were in remote teams across multiple timezones from California to Australia. Examples:

- Breaking up of Odoo-based ERP into smaller services for AirUp <https://www.air-up.com/>
- DevOps/SRE work for Pay.ON <https://www.payon.com/>
- Python+Django monolith breakup and scaling strategy for <https://www.sennder.com/>
- DevOps team member and internal web tools engineer at <https://verimi.de>
- Lead backend Python developer for customer-facing portal of <https://upveset.co>
- Blockchain TGE engineer at <https://capdax.com>
- Backend Python developer for <https://www.thermondo.de>
- Django site and scraper work for <https://spendnetwork.com/>
- Django rewrite for <http://www.lfm.org.uk/>
- OpenEDX customisation for <http://opencraft.com/>
- Ruby/JS fullstack for <http://stickermule.com>

2013 to 2015

Berlin, Germany
& Amsterdam, The
Netherlands

Akvo Foundation - Lead DevOps Engineer

- Migrated entire software stack from a single server running Ubuntu 8.04 to several cloud-based Vms as well as our own server running Xen.
- Introduced metric and reporting systems such as Graphite, Grafana and Sentry.
- Responsible for creating repeatable, redundant architecture, provisioned using puppet.

2011 to 2013

Munich, Germany

LaterPay GmbH. - Senior Python Backend Engineer

- Micro-payments and general payments solution for content providing websites.
- Built the entire site from scratch using Python throughout. The web frontends are based on Django, including a custom 'flows' framework (available at <https://github.com/carlio/django-flows>).
- DevOps: Created a CI and CD process using Jenkins to test using nose and Selenium, as well as deployment scripts for updating services.

2010 to 2011

Vancouver, Canada
& Cambridge, England

Freelancer / Contractor

- Set up a freelance web design business as Archa Design (now defunct) – performing all aspects from design through to implementation with HTML/CSS/JavaScript.
- Subcontracted as a PHP developer for interactivetools.com, developing websites for clients using their custom CMS.
- Contract with taptu.mobi developing iPhone/iPad applications in Objective-C.

2007 to 2009

Cambridge, England

Taptu.mobi - Java Backend Engineer

- Head engineer for the front-end website, which had to deal with capabilities of various mobile devices and smartphones. Built using Java and Tapestry.
- Built a map-reduce(-ish) based statistics system to analyse traffic and created reports to explain trends. This included extremely efficient storage for data and distributed workers to execute reports.
- Implemented build processes such as Jenkins Sonar code analysis, and introduced Maven for build and release.

2005 to 2007

Cambridge, England

Jagex Ltd. - Java Engineer, Internal tools

- Coordinated Design, Marketing and Operations departments while planning and running the engineering effort to rewrite the billing system.
- Designed and implemented a new player reporting system, which quadrupled process efficiency and handled millions of reports through smarter data storage and retrieval and a faster, more intuitive UI.
- Built the RuneScape forums, the third largest forum on the internet (by post volume per day) at the time.

> PERSONAL CODING PROJECTS

Landscape.io

Landscape (<https://landscape.io>) was a service to run static analysis tools on python code on a continuous basis. It as a side-project I ran for about 5 years - users could sign up and have their repositories on GitHub be checked every time there is a commit and have a list of potential errors and code smells. It resulted in many open-source contributions or entire projects - such as prospector (<https://github.com/PyCQA/prospector>).

Personal sites

I have created my own site from scratch to house my professional and personal online presence at carlcrowder.com (<https://carlcrowder.com>). It includes my blog and resume, as well as the whimsical set of pictures I made while travelling of a small bear named Bearaptu (<https://carlcrowder.com/haveyouseenthisbear>).

Others on the way

- weevils.io - extracting the "engine" part of landscape into a white-label code measurement service. This is still a work in progress

> COMMUNITY

- Co-organizer of Berlin Hack'n'Tell (<https://berlinhackandtell.rocks/>)
- Former coach at Hackership (<http://www.hackership.org/>)
- Involved in the Python community, mostly via Landscape and static analysis
- Creator of several open source Python libraries including prospector (<https://github.com/PyCQA/prospector>) and pylint-django (<https://github.com/PyCQA/pylint-django>).