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 mostly enjoy working in Go or Rust, but I value an interesting, challenging product and environment over a specific technology stack!

SKILLS

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

LANGUAGES

- English (fluent)
- Dutch (native)

EDUCATION & TRAINING

- Scrum workshop (2025)
- System Programming for Linux Containers (2022, Man7)
- GPU Programming with OpenCL (2017, VUB)
- Linux Kernel Development (2017, Linux.be)
- Cybersecurity (2016, Proximus)
- Yocto build system workshop (2015)
- Safer C for Embedded Systems (2014)
- Certified Scrum Master (2014)
- Master of Engineering: Computer Science (2008-2010, UGent)
- Bachelor of Science: Informatica (2005-2008, UGent)

EXPERIENCE

2026 - Present: Teledyne/FLIR

I am part of the firmware and embedded software team at Teledyne/FLIR, working on their Linux based firmware for traffic and security cameras.

Skills: C++, buildroot, Yocto

2024 - 2026: Be-Mobile NV / 4411

I designed and developed backend services of the most popular paid parking apps in Belgium & the Netherlands, deployed on Kubernetes.

Metrics were published as prometheus time series and aggregated and visualized in Grafana dashboards.

Skills: Go, some PHP – Kubernetes, Helm, Grafana, Prometheus – MongoDB, MySQL

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.

Strong focus on reliability, infosec and disaster resillience.

I migrated the CI/CD for our components to Github Actions as well as reducing the pipeline duration from 30 minutes to under 5 minutes.

Metrics were published as prometheus time series and aggregated and visualized in Grafana dashboards. Incident alerts were done by sending events to PagerDuty.

The system was responsible for over 60% of UK financial transactions on the Faster Payment Network and was responsible for processing multi-million transaction batch payments on Bacs, alongside other payment networks we integrated with.

In a 6 month stint as a platform engineer, I designed and ran chaos tests on our Kubernetes platform to test the resilience of our product in disaster scenarios. Also involved designing Grafana dashboards to visualize the relevant metrics for each scenario to monitor incident handling and system recovery.

Skills: Go, some Java – Kubernetes, Terraform, GH Actions, Grafana, Prometheus – AWS (SQS, SNS, S3, RDS, ECS, EKS, ECR), AKS, GKE – 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.

Customer deployments were typically expressed in petabytes, sometimes with thousands of concurrent clients accessing the same data, while expecting low latency, high throughput and strong data consistency, disaster recovery and resilience to partial outages and failures.

The object storage frontend was C++ and the filesystem was implemented in Go. Testing and benchmarking was done in Python.

Metrics were published as Prometheus time series and collected and aggregated by internal tooling.

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

2013 - 2018: Cisco Systems Inc

Developing a video processing and transmission platform.

As part of the platform team, I was responsible for:

- The build system
- CI system (Jenkins)
- Various libraries used across different components by other teams (providing unified config, logging, etc)
- Migrating the product from an embedded appliance into a cloud-hosted, software-only solution
- Integrating with standard Linux components such as systemd, firewalld, abortd, ... and packaging the software as RPM packages for Red Hat Enterprise Linux.

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 and developer tooling.

Skills: C – Ruby on Rails – 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