

Kontakt

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www.linkedin.com/in/devops-engineer (LinkedIn)

Top-Kenntnisse

Scalable Software & Server Architecture

Cloud Engineering (AWS, GCP)

Kubernetes

Languages

Französisch (Elementary)

Deutsch (Native or Bilingual)

Englisch (Professional Working)

Certifications

Dipl.-Inf. (FH) Medieninformatik

Marian Saeger

Pragmatic Programmer by day, DevOps Samurai at heart, Servant Leader when required.

Karlsruhe, Baden-Württemberg, Deutschland

Zusammenfassung

Generalist with a decade of experiencing gaming startups grow like there is no tomorrow. Tech-savvy with an emphasis on backend development and systems architecture, I also had the opportunity to fulfill roles in the area of product and team management. Broad experience in diverse organizational structures, enabling the useful ability to "translate" between departments and disciplines.

I love designing and assembling systems and make them work! Diving into new unknown technologies and learning them inside out comes naturally to me, as well as taking responsibility for the development and mentorship of people.

"This is my canvas! This is my clay!" - If you get this without googling, we may understand each other. =)

My CV is intentionally of the verbose kind - i don't do only bullet points when one of the main intentions is to give you an impression of my personality and not only my skillset.

Berufserfahrung

roadcrew.io

Tech Consultant/Backend Dev/DevOps Engineer

Juni 2017 - Present (5 Jahre 6 Monate)

Karlsruhe/Worldwide

After 13+ years as employee, i finally decided to test the waters as a Freelancer. This is certainly exciting, and i'm open for chats. For the focus of my experience, please see the detailed information on my former CV entries. A selection of my past and current clients and tasks during my time as freelancer:

Undisclosed company, Germany

- Prototype development (Web & Mobile)

Tech Stack: Kubernetes, Docker, GCP, Python, Angular

EPC Consulting und Software GmbH

- Duden Korrektor Server-Development
- Chrome Extensions and Browser-Plugin Development

Tech Stack: Docker, PHP (Symfony), Chrome Extension Development, Dart, GitLab

Carus-Verlag GmbH & Co. KG

- Web Application Development for Print-on-Demand-Solution

Tech Stack: NodeJS, Vue.js, MSSQL, MySQL, Linux

Snowprint Studios AB, Sweden, "Legend of Solgard"

- Technical consultancy with emphasis on performance and scalability
- Backend development support

Tech Stack: AWS, Terraform, Java, Python

DoubleMoose Games AB, Sweden, "Animal Super Squad"

- Game Backend Development with Gamesparks

Tech Stack: Gamesparks, JS

Solid Clouds ehf., Iceland, "Starborne"

- Technical consultancy with emphasis on performance and scalability
- Backend development and client performance optimizations

Tech Stack: C#, Unity, Photon, Azure

Bling Bling Games GmbH, Germany, "Crafting Idle Clicker"

- Buildserver-Setup
- Client development support
- Data analysis solutions

Tech Stack: Jenkins, Fastlane, Unity, AWS (Pinpoint, Kinesis, Lambda and others), Serverless Framework

Promotion Software GmbH, Germany, "Emergency HQ"

- Technical Due Diligence (server backend)
- Technical consultancy with emphasis on performance and scalability

Tech Stack: PHP, MySQL, Linux

Undisclosed company, Germany

- DevOps Engineering and development support

Tech Stack: Kubernetes, Docker, GCP, AWS, Terraform, Keycloak, Python, NodeJS

Undisclosed company, Germany

- Backend development support

Tech Stack: PHP, MySQL

flaregames

5 Jahre 5 Monate

Senior Backend Developer & DevOps Engineer

September 2015 - Mai 2017 (1 Jahr 9 Monate)

Karlsruhe und Umgebung, Deutschland

Tasks:

- Technical Due Diligence
- Consultancy & 3rd Party Developer Support
- Backend Server Architecture, Development and Operations

Tech Stack:

- AWS, Ubuntu, C#, Erlang, Scala, Terraform, MongoDB, Redis, Splunk, Chef, nginx

Projects:

- Nonstop Knight, Nonstop Chuck Norris, Royal Revolt 2

Examples:

- C# server development for Nonstop Knight
- Live Operations of NSK during launch week with major Apple & Google Features
- Migration of SVN/Jenkins-based project into GIT/Teamcity-Infrastructure
- ejabberd-based chatserver infrastructure with custom game authentication and chatroom creation
- Downgrading MongoDB Sharding Setup to Replicaset for RR2

As my substitute made an excellent job while I was overseas and really liked it, and as game operations were split away into a team of its own right, we agreed on him keeping it while I moved into the newly formed internal "Tiger Team". The teams focus is to actively support our numerous 3rd party developers with things like SDK integrations, platform API implementations and tech support & consultancy in general - my focus being "all things backend".

Senior Backend Developer & DevOps Engineer

Juni 2015 - August 2015 (3 Monate)

Großraum Los Angeles und Umgebung

Tasks:

- PHP server development support

Tech stack:

- AWS, Ubuntu, PHP, OpenFire, MongoDB, Redis, Splunk, Chef, Apache

Project:

- Dawn of Steel

Examples:

- Alliance system implementation
- 3rd party services integration

A short overseas gig to support the awesome Superweapon team with backend development.

Team Lead Backend Platform & DevOps

April 2013 - Mai 2015 (2 Jahre 2 Monate)

Karlsruhe und Umgebung, Deutschland

Tasks:

- Team management (Interviews, feedback talks, personal development...)
- Product ownership over platform services
- Specialist work on games
- 3rd Party Publisher Support
- Technical Due Diligence

Tech stack:

- AWS, Ubuntu, PHP, nodeJS, MongoDB, Scala, Terraform

Projects:

- Agents of Storm, Royal Revolt 2, Platform services

Examples:

- Setting up & maintaining MongoDB Sharding Setup for RR2
- Technical Support for 3rd Party Publishers in China for RR2 publishing, involving systems documentation and code-level support
- Taking over development and setting up deployment for Agents of Storm (in an awesome team of 4)

As the number of products, services and 3rd party developers steadily grew, so did the requirements and challenges regarding daily DevOps/Administration and tech support. Eventually, the need for a dedicated Platform & DevOps team grew bigger and so it was installed (merged from IT administration and backend development). It was appropriately called "Flaregames Army Knife" (or FLAK) first, a name which I really liked. =)

Setting up and maintaining guidelines, best practices, monitoring solutions as well as deployment, alerting & incident resolving strategies are a part of the business, along with providing technical support for backend service integration for our various 3rd party developers.

Senior Software Developer

Januar 2012 - März 2013 (1 Jahr 3 Monate)

Karlsruhe und Umgebung, Deutschland

Tasks:

- Server backend & framework development

Tech Stack:

- Corona SDK, LUA, nodeJS, C#, RabbitMQ, PHP, AWS

Projects:

- Battles, Royal Revolt 1, Throne Wars

Examples:

- LUA client framework development
- Serverside IAP receipt validation
- Simple serverside leaderboard and promotions
- Server development for a tactical turn based 1on1 multiplayer game

When i started working at flaregames, we were still a game developer in our own right. I was able to apply my skills as some sort of Jack of all Trades, mainly taking care about providing tools and systems to enable game developers to actually focus on their job.

Gameforge

5 Jahre 6 Monate

Lead of Web Development

September 2011 - Dezember 2011 (4 Monate)

Karlsruhe und Umgebung, Deutschland

As a short interlude, i was assigned as successor to the resigning Lead. For the first time in my life i was neither developing software nor working on a single project anymore.

The experience was great, though - unfortunately too short, as Gameforge and me decided to split ways shortly after.

Product Director

Juli 2010 - August 2011 (1 Jahr 2 Monate)

Karlsruhe und Umgebung, Deutschland

Tasks:

- Team management (Interviews, feedback talks, personal development...)
- Time and cost estimation/tracking
- Product lifecycle management
- Marketing management

Tech Stack:

- Debian, C++, Flash, ActionScript, PHP, MySQL, ExtJS

Products:

- WarfireNG

As product management became an additional part of the job, the title was changed along with adding Community Management and QA to the team, which resulted in a total headcount of 14.

Although the product itself wasn't successful, it was a great team i had the honour to work with and on top of that an invaluable learning experience for myself when it comes to certainty about where my strengths, weaknesses and -most importantly- my passion lies.

Team Lead Softwaredevelopment

Januar 2009 - Juni 2010 (1 Jahr 6 Monate)

Karlsruhe

Tasks:

- Team management (Interviews, feedback talks, personal development...)
- Time and cost estimation/tracking
- MMO server development
- Game design tool development

Tech Stack:

- Debian, C++, Flash, ActionScript, PHP, MySQL, ExtJS

Products:

- WarfireNG

Examples:

- Server (C++) development
- Product roadmap and staff planning

Eventually, i was entrusted with the responsibility of leading a small team for developing a flash based MMO with a mainly C++ server backend. The positions title may be a bit misleading, as the teams assembly did not only consists of developers, but graphic artists and game designers as well.

As more and more product management responsibilities were put on top of that, the positions terminology was eventually changed to "Product Director".

Softwaredeveloper (LAMP-Stack)

Juli 2006 - Dezember 2008 (2 Jahre 6 Monate)

Karlsruhe und Umgebung, Deutschland

Tasks:

- Browser based game development
- MMO server development

Tech Stack:

- Debian, C++, Flash, ActionScript, PHP, MySQL, HTML, CSS, JavaScript, XSLT, XML, YUI, jQuery

Products:

- Ogame, Magefight, Metin 2, Warfire

Examples:

- Server (LAMP) and client (HTML/XML/XSLT) development as well as design for a browser based strategy game
- Server (C++) development for a realtime flash based Action-RPG
- Tech support and administration for existing browsergames
- Reverse engineering of DB models of licensed 3D-MMO to implement web shop

Long story short: browserbased games were always a passion for me, and i even tried to do my own during my time at the University in Hamburg, with a fancy Flash client and a python based backend.

This passion eventually lead to my decision to leave Munich for Karlsruhe, starting to work for one of the big players in the german browser game scene back in these days. When i started working with Gameforge, the company was still small - as far as i remember, i may have been employee #23.

A great ride followed the next 5 1/2 years, starting with developing games with the classic LAMP-Stack - being some sort of Jack of all trades, working on nearly every product and backend service the company had in its portfolio.

Dassault Systèmes 3DEXCITE

Softwaredeveloper (C++)

November 2004 - Juni 2006 (1 Jahr 8 Monate)

München und Umgebung, Deutschland

Tasks:

- C++ Application development

Tech Stack:

- C++, Qt, Nvidia Scene Graph

Products:

- RTT DeltaGen

Examples:

- Cut & Measure feature development
- Automatic geometry processing
- Variant creation and -management

My first and very exciting job after getting my diploma. I liked Munich, so i decided to stay for a while. As an Application Developer (C++) for the "Deltagen" software suite i implemented various features into new releases, in close collaboration with our customers from the automotive industry. The software was focused on photorealistic 3D realtime visualisation, which was really cool, challenging and fun.

Back then the company was still independent and called Realtime Technology AG.

Airbus

Research Associate

April 2004 - September 2004 (6 Monate)

München und Umgebung, Deutschland

Tasks:

- Stereoscopic flow visualization

Tech Stack:

- C++, VTK, OpenInventor, OpenGL

I wrote my diploma thesis at EADS in Ottobrunn (near Munich). The topic was something along the lines of realtime stereoscopic flow visualisation, where i integrated VTK into an OpenInventor scene graph.

SYMPLOSSON Informationstechnik GmbH

Softwaredeveloper (Python/ZOPE/Plone)

März 2003 - März 2004 (1 Jahr 1 Monat)

Hamburg

Tasks:

- Web Application Development
- Customer support
- Systems integration

Tech Stack:

- Python, Zope, Plone, HTML/CSS

Examples:

- Development of custom Zope/Plone functionality
- Setup and integration of CMS infrastructure into customers network

My first job, starting as intern while i was still studying. I was mainly doing customer-related work with a CMS called Plone, which was fun to work with and developing for. Great experience with a bunch of cool people.

Plone: <http://plone.org>

Ausbildung

Fachhochschule Wedel

