



# Calum Iain Munro

Bosweg 7, Berg en Dal, Gelderland, The Netherlands  
iain@imunro.nl • +31 (6) 835-426-80 • <https://iMunro.nl/>

## EDUCATION

### **Bachelor's Degree in Computer Science**, Hogeschool Arnhem Nijmegen, The Netherlands

- Software Development Sep 2014 – Jul 2018 (expected)
  - Classes I most enjoyed were: Software Architecture, System Analysis and Quality, Databases and Distributed Enterprise Applications. Algorithms and paradigms included in the software architecture lessons are of great interest. I am doing a minor in Mobile App development which includes course material from Stanford. Right now I'm looking for a graduation internship from 5 February 2018 till 29 June 2018.

### **College Degree in Media Technology**, Grafisch Lyceum Utrecht, The Netherlands

- College Degree in Media Technology Sep 2010 – Jul 2014
  - My first non-compulsory school - I chose what I love: software development.

## WORK EXPERIENCE

### **PocketMedia**, Amsterdam, The Netherlands

- Software Engineer Jan 2017 – Now
  - Pocket Media retained my (part-time) services after I completed my internship. I create low-maintenance, highly-tested software. I participate in making architectural decisions. I introduced containerized GoLang micro services with the usage of Kubernetes and AWS, reducing development and hosting costs by 75%. The new services have seen more than double the performance while staying compatible with the legacy systems.

### **PocketMedia**, Amsterdam, The Netherlands

- iOS/Android Developer, internship Sep 2016 – Jan 2017
  - I rewrote most of the code-base of both the native Swift and Java SDK modules used to monetize third party mobile applications. I introduced automated testing and refactored the code to make it stable and production-ready. Working together with an experienced team, we applied good engineering practices in an agile scrum environment.

### **iMunro**, Nijmegen, The Netherlands

- Freelancer Jan 2016 – Now
  - Using the skills and experiences I gained over the years, I started my own company. Writing software and giving advice: I've collaborated with numerous established and start-up companies on Dutch and international projects.

### **WiWi Websolutions**, Nijmegen, The Netherlands

- Web Developer Internship Sep 2013 – Jul 2014
  - My first exposure to building large ecommerce web applications using the LAMP (Linux, Apache, MySQL, PHP) stack. I improved their workflow by introducing a continuous integration system and a version control system (GIT).

## SKILLS

GoLang, Java, iOS/Android, Swift, PHP/HTML/CSS, JS/Angular/React, NodeJS, C/C++, C#, Python, MySQL, MongoDB, MsSQL, DevOps.

## LANGUAGES

- English: Native language.
- Dutch: Native language.
- German: Basic.

## CURRENT PROJECT

- When I joined PocketMedia, I quickly completed the task I had been assigned as an intern – which was refactoring and making the mobile SDK production-ready. On my own initiative, I started concentrating on the back-end service which was powering the SDK with ads. I educated myself through the meet-ups and books I was reading at the time, specifically about micro services architecture. Using my GoLang language skills, I made several proofs of concept and prototypes. This led to my present project: rewriting a monolithic ad server to become highly scalable distributed micro-services.

Pocket Media retained my services (part-time) after I completed my internship. I am creating low-maintenance, highly-tested software. I participate in making architectural decisions. Working with an experienced team, we apply good engineering practices in an agile scrum environment, we reduce the server costs and development time. I have learned a great deal during this project - especially when I started creating containerized GoLang services by using Amazon Web Services (EC2, ECS, RDS, ELB...) and most of all Kubernetes.

[Resume compiled on 2017-10-23]