Marcus Craske

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Experience

Worldpay / FIS - *Senior Software Engineer - promoted November 2015, Software Engineer*
Working on HPP (Hosted Payment Pages) platform, the next generation of payment pages for online commerce. Supporting multiple languages, currencies, international alternative payment methods and card schemes. Used by well-known retailers, corporates, government agencies and smaller businesses.

Technical lead working with the business (product manager, project owner, service owners, architecture, enterprise security, other teams, etc) to implement projects, release lead, defining release process and SDLC, mentoring, department presentations, shifting platform from propietary licensing to save costs, code reviews, high-level designs, responsible for platform security, interviewing candidates, improving interview process.

Using Java 11, Spring Boot, Kubernetes, Docker containers, OpenShift, Ansible, Oracle stack (Weblogic, DB, Coherence), AWS, Fastly, Angular and much more.

Experience with working on legacy gateway, mission critical, high-throughput systems. Migrating legacy systems. Based in team using agile, transformed from Scrum to Kanban, using Jira and physical walls.

March 2015 - Present

Proxama - *Software Engineer*
Working on a PCI-compliant product, CardGateway, to provide token and risk management of contactless payments for Visa and MasterCard. Using JEE6, Glassfish and C#.

Nov 2014 - March 2015

Proxama - *Research & Development*
Design of the CardGateway Issuer System product, graph databases for risk analysis, EMVTT / PoS solution. Software for demos presented to tier one/two clients, including major banks.

Aug 2014 - Oct 2014

University of East Anglia - *Teaching Lab Assistant* - helped with *Discover Computing* school visit.

2013

Computer Skills

Languages - Java, C#, C/C++ (inc. 11), Matlab, JavaScript, VB.NET, Assembly.

Platforms - Linux (Arch, Debian, Ubuntu), Windows (inc. Server 2003/2008), ARM Cortex M, Raspberry Pi, Verifone VX 820 PoS PED.

Misc. - SQL (MySQL, Postgres, MSSQL), HTML5, CSS3, PHP, Android, OpenGL, ASP.NET, Java EE, Glassfish/Tomcat, Resource Adapters, JMS, Hibernate, Git, Jenkins, JUnit, Mockito, Docker, Maven, Checkstyle, Ant, dependency injection, Agile / Scrum / Kanban, WSDL, SOAP, REST, LDAP/AD, design patterns, Jira.

Education

Bachelor of Science (BSc) – Computer Science
First Class (Honours) Starred (I*) – 83.48% weighted average
University of East Anglia

Year 1: 90.71% – *Computing Fundamentals, Computing Revolution, Mathematics for Computing A, Computing Systems 1, Computing Systems 2, Programming 1.*
Year 2: 81.77% – *Theoretical Computing, Database Systems, Graphics 1, Architectures & Operating Systems, Data Structures & Algorithms, Programming 2.*
Year 3: 82.66% – *Information Retrieval, Embedded Systems, Networks, Software Engineering 2, Project.*

2014

Advanced Diploma in IT - A (BBA*)

2011

GCSEs - History, Religious Studies and IT (A); Maths, English, English Literature, Science, Additional Science, Graphics (B); French (D).

2009

Third Year Project

The Automated Assessment of Programming Skills (graded 94.4%)
An open-source distributed system, which can be clustered across multiple nodes/instances using RMI communication, to automatically mark Java programming assignments using dynamic and static analysis.

Awards

Proxama Award - October - Talent	2014
Douglas Lewin Memorial Prize for Final Year Project	2014
The Pearson Education Prize in Computing Science	2012
WorldSkills Web Design - National Final - Gold	2011
Further Education Awards	2011
WorldSkills Web Design - National Final - Bronze	2010
Further Education Awards	2010

Hobbies

Road cycling, projects (as seen on website), music.

References

Available on request.