

Nicholas Flynt

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Career Objective

Experienced Systems Administrator with a knack for developing tooling and automation. Passionate about embedded systems, and enjoy diving deep into complex technical challenges, all the way down to the bare metal.

Work Experience

Rackspace, Inc. - Linux Support Engineer III - July 2017 - Current

Enterprise level technical support for RedHat and Debian distributions, including common server software. (Apache, Postfix, MySQL, etc)
Performed live troubleshooting, planned maintenances, and developed internal tools.

Rackspace, Inc. - Support Technician - April 2016 - July 2017

Frontline support, focused on Managed Cloud infrastructure supporting various Windows and Linux flavors. Fast paced, rapid-fire technical questions, often in unfamiliar environments.

BestBuy, Inc. - Microsoft Representative, Geek Squad - June 2012 - April 2016

PC sales expertise with a focus on Microsoft Windows and supporting hardware. Provided technical consultations, problem solving, and training to clients across varied platforms and operating systems.

TECA - Web Developer - January 2010 - Current

Developed and continue to maintain TECA's contest registration system and CMS. Backend written in JavaScript using node.js and Express, with Database administration in PostgreSQL. Lightweight frontend targeting Semantic UI and jQuery.

Skills

Programming: C, C++, C#, Rust, JavaScript, Python, Lua, Java, PHP, HTML5, CSS, Regular Expressions, Bash, z80, 6502

Tools: MySQL, PostgreSQL, Bootstrap, jQuery, Node.js, Express, Apache, nginx, MongoDB, CouchDB, WebAssembly

Other Technologies: Visual Studio, Eclipse, Git, Mercurial, Subversion, Blender, Microsoft Windows, Microsoft Office, Ubuntu, RedHat, CentOS, Arch Linux, Docker

Open Source - Development

PikminDS - C++, Python

Fixed-point multipass rendering tech demo for Nintendo DS

<https://github.com/zeta0134/pikmin-nds>

LuaGB - Lua, Love2D

Working Gameboy / GBC emulator, in pure Lua

<https://github.com/zeta0134/LuaGB>

RusticNES - Rust

Cycle-accurate NES emulator. Written in Rust, ported to WebAssembly

<https://github.com/zeta0134/rusticnes-wasm>