

William "Cryo" Coldwell

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Summary

I know a little about a lot of things, but I know a lot about little things.

I'm doing infosec and bitmoving thingies with a focus on scalability, disaster recovery, interested in blockchain, massive redundant data arrays, end to end security, and keeping data center and company (and people's) data secure.

I'm currently the head of one of the oldest open source operating systems, NetBSD and its multi-OS packaging system, leading hundreds of developers coding tens of thousands of lines for over 50 separate architectures ranging from embedded to desktop.

I have the expertise to build up and manage elite teams and herd kittens.

I am a Certified Scrum Master.

I am a veteran of the Usenet flame wars (especially comp.sys.amiga.advocacy).

I am currently working on an iOS game (TapNet.mobi) to spin it off. I have many years of experience in OSX/macOS and iOS UI/UX in Objective-C and using OpenGL.

See also: Intel SatisFAXtion, CSA 40/4 Magnum, CSA 12 Gauge, Macrosystems WarpEngine

keybase.io/cryo about.me/cryo pgp:0x10d1f5b3f97cc215

I am always looking for the next big exciting project to work on, with the right team of specialized people in a fully-funded company or start-up with great crazy ideas on changing how technology and humans connect.

Open for relocation.

A tour de force .. wait, is this thing still on?

Experience



President NetBSD

Oct 2015 - Present

I am the President of the Board of Directors of The NetBSD Foundation. The NetBSD Foundation is a registered 501(c)3 non-profit in the state of Delaware, to maintain the NetBSD projects, protect copyright and patent assignments, and generate the fiscal resources and leadership necessary to fund technological advancements to all of our current and future projects.

NetBSD is one of the oldest and most experienced freely-distributed UNIX-like operating system that supports over 50 architectures spanning multiple generations of technology. Pkgsrc is a freely-distributed multiple architecture multiple operating system packaging system allowing both prebuilt or DIY source building on non-NetBSD systems. Our compatible binary emulation in NetBSD allows us to run software compiled from other operating systems, such as Linux, FreeBSD, AIX, and others depending on the compatibility of the architecture. The NetBSD

project was formed in 1993 based originally off of 386BSD and added BSD 4.4 lite. It has since become a steadfast learning operating system designed with compatibility, security, and good design and code. Our users have included companies like Dell, Apple, and NASA.

Please visit our website at <http://NetBSD.org> and consider participating as well as a tax-free contributions to the Foundation.



Director

Sep 2015 - Present

NetBSD



Security Team and Software Engineer

1993 - Present

NetBSD

Helped bootstrap the Amiga port. Ported kernel to an embedded PowerPC BriQ, some pkgsrc work. Administrated the NetBSD servers and created the Admin Team which manages the infrastructure we built. Was NeXT portmaster. Multi-cpu architecture support for pkgsrc in what was MacPKG for the Apple Macintosh (macppc, i386, amd64 architectures). Currently working with the security-team on handling security alerts and patch testing, and some private independent branches.



Chief Technology Officer / Founder

1995 - Present

Warped Communications, Inc.

Custodial engineering that stems from designing and implementing customer billing and payment tracking, to new account creations and bring new hardware and software services online. Managing a small team to handle helpdesk and maintain all of the services we provide. Our services include webhosting personal and business sites, providing open-source mirroring for certain projects, all on a scalable custom configured multi-server with failover redundancy and extensive data backup.

We also own and run what was the #2 largest blogging site when blogging used to be the big thing and the layout left untouched, ironically called DeadJournal.com (a parody of LiveJournal.com) currently with almost 500,000 users running on an AWS configuration with multiple servers and MySQL database clusters.



Contract Hitman

2009 - Present

AlphaPixel

System Administration, System/mobile forensics and security, Troubleshooting, iOS development, kitten herding, mercenary programming, infosec, cybersecurity, cryptography, 3D, augmented reality, OpenGL, skills very useful to people like you, QA, I hunt bugs and I find them and I kill them.



Infosec Technomage

Sep 2016 - Aug 2018

Infrascale

As a Data Center Elite Special Forces and Server Medic,

Managed, monitored and maintained the worldwide datacenter installations of Infrascale's Infrastructure for their Disaster Recovery as a Service (DRaaS) appliances containing petabytes of customer off-site backups.

Used vCenter across the planet handling multiple geocentric datacenter providers for 1200+ VMware appliances on many ESXi hosts on Supermicro hardware with Cisco (220,500,550), and Linux-based routers and services-based systems hooked to racks of iSCSI JBOD RAID6 arrays over 10Gb/s fiber.

Coordinated ordering and shipping of hardware to all datacenters for installation or replacement, testing, and configuration for production of both the infrastructure equipment and the ~300 physical customer appliances.

ScrumMaster of the Infrascale Infrastructure team using tools like Atlassian Jira, Confluence, and Trello.

Proactively monitor (PRTG and custom scripts) and fix resolved issues on customer appliances as well as needed by support personnel requests.

Trained Windows System Administrators on Linux/Unix skills, automation scripting and documentation



System Administrator

1993 - 2005

NetBSD

Created, maintained, and supported services and trained personnel on the NetBSD infrastructure at the ISC rack at PAIX. Handled software and hardware updates, as well as mitigating various attacks.



Senior Software/Network Engineer

1999 - 2001

iKala

Developed and implemented scaling low-latency localized transparent HTTP caching software with an in-house custom-built dedicated multitasking operating system on custom hardware.



Senior Software/Network Engineer

1998 - 2000

Mediaplex

Built banner advertising servers and software for tracking and starting up the company. Managed and maintained the servers, switches, and routers as well.



Senior Software/Network Engineer

1997 - 1998

InternetExtra Corporation

Worked with a small group of developers to design and build the Sports Extra website which was fed from many different newsfeeds, correlated the relevant data and built dynamical driven webpages on the fly. I maintained the servers running the software as well as worked on the banner advertising engine that InternetExtra used. This company eventually became MediaPlex and continued using the same banner advertising software. I provisioned and maintained the necessary multi-homed connectivity.



Network/System Administration

1997 - 1998

Webmaster, Inc.

Provision OC3/OC12 and DS1 circuits, maintain Cisco 4000 and 7000 series routers, BGP4 routing and multiple peers.



System Operations Manager

1995 - 1997

Best Internet Communications, Inc.

In charge of growing and training a group of Sr. and Jr. System Administrators handling the computers and software for an early large Internet Service Provider startup in the SF Bay area for thousands of users and a number of dedicated co-location servers. Handled software and OS updates to our SGI, x86, and Sparc systems. The off-duty Quake slaughtering was epic. Was eventually bought out by Verio, Which was eventually bought out by NTT-Japan.



Developer Modem firmware/software BCD (CO3-JF2)

1991 - 1994

Intel Corporation

I helped develop firmware and hardware debugging, design and implement software features for the ISA Satisfaxion modem cards (200/400), as well as User Interface applications for the products under Windows (TAPI) and voice mail. Extensive use of 80186 CPU emulator hooked to the modem card for step-by-step register reading for debugging. Internal hardware testing for new CPUs and motherboards, and handling questions from the technical support team on our product.



Software Developer

1985 - 1993

Cryogenic Software

Audio on Commodore 64 game project. Developer, documentation, QA for Commodore Amiga projects: 3-D Professional, SCSIttools, CSA 40/4 Magnum, CSA 12 Gauge, Macrosystems Warp Engine.

Education

 **Oregon Polytechnic Institute** 1987 - 1988
Associates Applied Sciences, Electronics, Programming

Skills

 NetBSD • Kernel • BSD • Unix • Perl

Certifications

ScrumMaster • <Platinum|Edge

Mar 2018 - Present