

OpenSourcery

# Gregg Berkholtz

Systems Administrator



Gregg Berkholtz has an insatiable appetite to discover and understand patterns, whether mechanical, electrical, or theoretical. He grew up reviving rusted and seized motorcycle engines, assembling kit circuit boards, and reviving his long-absent father's boxed-away Commodore 64 personal computer.

Starting in 1986, he honed the rudiments of Basic 2.0 programming, and once boasted an ability to write common programming routines in DOS/batch, Pascal, x86 Assembler and Reverse Polish Lisp. In 1991, he began pursuing electrical engineering interests by volunteering as an exhibit technician with the Oregon Museum of Science and Industry (OMSI). This volunteer passion has stuck with him since...

In the early 90's, while completing a digital technologies training course, his interests steered from electrical engineering and computer systems programming to computer systems administration. Upon entering his high school senior year, Gregg had already established himself as the point-person responsible for the engineering and upkeep of his school's roughly 200 networked computers, a feat that earned him front-page coverage in the Oregonian's business section. After graduation, he was promoted into a full-time position as the district's third full-time IT employee.

In 1996, Gregg founded a part-time business tailoring computer support to small business, and home users. In 1999, he left the educational sector, and entered private industry. Since then, he's engineered, inherited, merged, and managed dozens of small and mid-size corporate computer systems. His largest environment still spans to offices in Brussels, Belgium, Hong Kong, Singapore, and dozens of US cities. He's worked in over a dozen US cities, and nearly as many countries, but Portland is his true home. Supporting the manufacturing, textile, food-processing, educational, non-profit, retail, and freight-forwarding industries, Gregg understands a wide variety business needs, and joins OpenSourcery eager to apply those skills towards the organizational structures he values most: startups, small businesses,

nonprofits, and educational institutions.

Gregg has taught at local colleges, spoken at local IT shows and even spent four years serving as President & board member of a local twenty-year-old professional IT networking group.

As one of VMWare's first beta testers, Gregg has spent over a decade utilizing virtualization technologies to tightly-integrate Microsoft, Novell and Linux information systems. Along with an early interest in Linux, internet-based phone technologies, and miniaturized/portable computing. Gregg often finds himself an early-adopter of eventually widely-popular industries.

When asked how he got here:

"I have a passionate disdain for poorly-engineered and unreliable tools; I'll do everything within my power to replace, supplement, or fix them as quickly as possible. Which probably explains why, as a child, I disassembled nearly everything within reach...

Computer systems are fundamentally an information storage and communications tool. We all struggle to communicate, and early in my career I realized that's exactly why I'm doing this work. I want to help others eliminate barriers to communication and knowledge.

OpenSourcery follows a path that the entire software industry has only begun to truly realize; off-the-shelf closed-source software is often so grossly insufficient that the costs of modifying such tools to fit a business, or to re-engineer a business-process around close-source molds, often far-exceeds the costs a business would absorb if they'd only started with Open Source tools."

In his spare time, you'll find Gregg pursuing his mechanical inclinations: designing electric and human-powered vehicles, randonneuring (solo distance cycling), or even feeding his appetite for an application of theoretical patterns through continual honing of his Argentine Tango dance skills.

---



This work is licensed under a [Creative Commons Attribution 3.0 United States License](https://creativecommons.org/licenses/by/3.0/). © 2004-2009 OpenSourcery LLC