

PROFILE

A Self-Describe technology geek with an insatiable appetite for knowledge and experience. Currently contributing on a fast-paced team to highly complex project but with a desire to meet the next challenge. Describe by my peers as loyal, hardworking, and diligent.

EXPERIENCE

Senior Cloud DevOps Engineer, Activision; Hybrid — 2023-present

- › Returned to old team to build out new automation tools using Go and Gitops
- › Helping facilitate a GCP to Azure migration
- › Develop templates for Crossplane, Helm, and Terraform modules

Senior DevOps Engineer, Electronic Arts; Remote — 2022-2023

- › Member of a new team building infrastructure for unannounced product
- › Helm library charts for developers to be able to quickly deploy apps
- › Managing deployments to Kubernetes via ArgoCD and GitlabCI
- › Develop CI/CD pipeline that fits the needs of developers
- › Explore all possible solutions for new applications
- › Spin up Infrastructure using Terraform

Cloud DevOps Engineer, Activision; Remote — 2020-2022

- › Critical member of the Cloud Infra Team
- › Migration of various internal and external facing apps from AWS to GCP
- › Designed cloud ecosystems to meet Activision's Global Security Policies
- › Consulting with internal app-dev teams to move to a true CI/CD pipeline
- › Managed ArgoCD and developed Helm templates for teams to easily deploy

Media Systems Engineer, Walt Disney Studios; Burbank, CA — 2018-2020

EDUCATION

Cal State University, Northridge; Northridge, CA

B.S. Computer Information Technology

Minor Media Management

SKILLS

- › AWS, GCP
 - › Kubernetes, Docker, ArgoCD
 - › Terraform, YAML, Helm, Ansible
 - › JIRA, Confluence, Datadog, Grafana, Prometheus
 - › Gitlab CI, Github Actions, Jenkins, Cassandra, Kafka, MongoDB
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