

DIVINE IFEANYICHUKWU

SRE | CLOUD ENGINEER

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SKILLS

Cloud: Microsoft Azure, GCP, AWS	IaC: Terraform, ARM, Azure DevOps
Game Development: C#, Blender	DevOps: K8, Docker, ADO, CI/CD, Argo CD
DBs: Cosmos DB, MySQL, PostgreSQL	Virtualization: Azure Virtual Machine
Monitoring & Logging: Azure Monitor (Application Insights, Log Analytics, Dashboards), Prometheus, Grafana, ELK.	Languages: English (Native / C2)
Containerization & Orchestration: Docker, Azure Container Instances (ACI), Azure Kubernetes Service (AKS)	Scripting: Bash, PowerShell, Azure CLI
Collaboration, Project & Incident Management: Jira, Slack, Teams, PagerDuty, ServiceNow	
Miscellaneous: SQL, KQL, Git, Linux, Python, SLAs, SLOs, SLIs, HTML, CSS	

EXPERIENCE

Renee Moi | Site Reliability: Remote

SEPT. 2024 - PRESENT

- Designing and deploying Azure infrastructure, including AKS clusters, virtual networks, VMs, and databases using Infrastructure as Code (ARM templates, Bicep, Terraform), optimizing cloud costs through rightsizing, reserved instances, and auto-scaling while maintaining uptime SLAs.
- Collaborating with engineering teams to maintain site infrastructure using Azure Monitor, Prometheus, Grafana, and ArgoCD for monitoring, observability, and GitOps-based continuous deployment
- Implementing centralized logging solutions using Azure Log Analytics and the ELK stack, reducing incident resolution time, and developing custom dashboards and alerts that proactively identify issues before impacting end users.
- Lead end-to-end release processes during weekly deployment cycles, securing 100% approval rates from the Change Approval Board.
- Facilitating stakeholder discussions to determine service commitments, SLAs and SLOs, achieving improvement in response times through load testing, and building high-availability architectures with disaster recovery plans using Azure Site Recovery and Azure Backup.
- Analyzing usage trends to predict infrastructure needs and prevent capacity bottlenecks, while automating operational workflows using PowerShell, Azure CLI, and Python with security best practices including Azure AD integration, RBAC, and Key Vault management.

Tek Knowledge | Technical Lead II: Hybrid [\[TekKnowledge\]](#)

APR. 2024 - JUN 2025

- Led a team of 8 Microsoft Azure cloud specialists in L2 and L3 support for mission-critical App Services (Web Apps, Functions, ASE), reducing customer downtime by 35% through rapid incident resolution and root cause analysis
- Drove complex troubleshooting for performance, scaling, and connectivity issues across 200+ production environments
- Established escalation protocols that improved cross-team collaboration between support, engineering, and product teams
- Mentored aligned engineers in advanced Azure diagnostics, documentation, and best practices, reducing recurring tickets by 40%

Tek Experts | Cloud Engineer: Lagos, NG [\[Tek-Experts\]](#)

DEC. 2021 - MAR. 2024

- Microsoft Azure cloud support for App Services performance & configuration, which includes Web apps, Azure Functions, and others.
- Optimized cloud applications through the application of efficient cloud tools that are deployed using different programming languages.
- Container orchestration and effective cloud code management using the CI/CD processes, utilizing AKS and Azure DevOps tools.
- Implemented security best practices across cloud environments, including identity and access management (IAM) policies, to enhance data protection and compliance with industry standards.
- Designed and implemented multi-cloud deployments using Terraform and Azure DevOps, containerized microservices with Docker and managed Kubernetes clusters
- Identified and escalated critical Azure Application bugs to Application Engineering teams, reducing resolution time through clear documentation

TechSpark | Game Developer Intern: Remote [\[Tech Spark\]](#)

MAR. 2020 - DEC. 2021

- Developed and maintained gameplay systems and game logic in Unity (C#), including level design, debugging, and testing.
- Created optimized animated 3D assets in Blender and integrated them into Unity with configured Animator Controllers and pipelines.
- Optimized performance, visuals, and gameplay responsiveness using profiling and best practices.
- Built, deployed, and supported games across platforms while collaborating with cross-functional teams.

PROJECTS

Monitoring K8s with the Kubernetes Dashboard -- [\[Github\]](#)

JAN 2025

Built end-to-end observability pipeline using Prometheus + Grafana + Kubernetes Dashboard to monitor cluster health

Sunny Side Landing Page -- [\[Github\]](#)

NOV. 2021

Created a responsive landing page, implemented mobile workflows using HTML, CSS (Flexbox/Grid), and interactive hover states where users could view the optimal layout for the site depending on their device's screen size and see hover states for all interactive elements on the page.

Galaxy Space Shooter Game -- [\[Unity Cloud\]](#)

JUL. 2021

Built a 2D space shooter in Unity using C#, implementing player mechanics, hazard spawning, touch-based movement, hazard spawning, scoring systems, and mobile optimization, for a polished gameplay experience while focusing on performance optimization.

EDUCATION

Delta state University

B.Sc. Geology

JAN. 2014 - JUL. 2018

COMMUNITY ACTIVITIES & CERTIFICATIONS

Scholarships - Next Generation Tech Booster [Scholarship](#) (Dec. 2023), McKinsey Forward [Program](#) (Nov 2023).

Certifications - [Microsoft Certified: Azure Developer Associate](#) (June, 2025), [GitHub Foundations](#) (Jan 2025), Site Reliability Engineering (SRE) Foundation (Dec 2024), [EF SET English Certificate](#) C2 Proficient - (Nov 2024), Azure App Service Fundamentals, [Foundational](#) and [Specialist](#) (Nov 2022), Microsoft [Azure Fundamentals](#) (Oct 2022), Unity Advanced Africa [Scholars](#) (SQL) Nov 2021.

Volunteering - Cloud Engineering Masterclass [Instructor](#) - Utiva, Jun - Jul 2023.

- Explored cloud fundamentals, deployment models, security frameworks, and Azure platform capabilities through hands-on resource deployment.