

# Jorge Bayuelo

DevOps Engineer | (470) 647-7959 | E: jorge3design@gmail.com | [LinkedIn](#) | [Website](#) | [My Blog](#) | [Github](#)

## Professional Summary

Dedicated and results-driven DevOps Engineer with 3 years of hands-on experience in optimizing and streamlining IT operations. Skilled in cloud infrastructure, automation, and CI/CD pipelines, with expertise in DevOps technologies such as Terraform, Docker, Jenkins, and Kubernetes. Seeking a challenging role to apply technical expertise and problem-solving skills in a dynamic team environment.

## Education

Information Technology | *University of Bogota Jorge Tadeo Lozano, Cartagena*

AWS Cloud & DevOps Technologies | *Kode Kloud*

Jenkins, Docker, Terraform, Shell Scripting | *Kode Kloud*

Git & GitHub for Version Control | *Udemy*

## Certifications

AWS Certified Cloud Practitioner

CompTIA A+

## Projects

### Automated AWS Infrastructure with Terraform

- Designed and deployed an automated **AWS infrastructure** using **Terraform** to provision an EC2 instance running **Nginx**.
- Utilized **Amazon S3 as a remote backend** for Terraform state files and **DynamoDB for state locking**, ensuring state consistency and security.
- Implemented **custom Security Groups** to manage inbound/outbound traffic securely, adhering to AWS best practices.
- Automated infrastructure cleanup using **terraform destroy**, improving resource management and cost efficiency.

### Virtual Network Setup Using VMware Workstation & Fedora 41

- Built a virtualized network environment with multiple Linux VMs on VMware Workstation, simulating enterprise IT infrastructure.
- Configured essential network services including DHCP, DNS, and firewalls, ensuring seamless internal connectivity and security.
- Tested security policies, access controls, and remote connectivity, strengthening troubleshooting and networking expertise.

## Employment History

### Junior DevOps Engineer Jul 2024 - Present *X Fusion Corp, Remote*

- Designed and deployed AWS infrastructure using Terraform, provisioning EC2 instances and securing cloud resources, leading to a 25% improvement in deployment speed and reduced cloud costs.
- Implemented CI/CD pipelines with Jenkins and GitHub Actions, automating build, test, and deployment processes for both containerized and non-containerized applications, improving release efficiency and reducing manual errors.
- Administered and secured Linux-based servers, optimizing system performance and uptime.
- Implemented monitoring and logging solutions using AWS CloudWatch and Prometheus, enabling proactive system diagnostics and enhancing system reliability.

### Unreal Engine Technical Artist, Nov 2022 - Present *Polycount, Dallas*

- Optimized computing environments for artists and developers by diagnosing performance bottlenecks and implementing workflow automation, reducing system downtime by 35%.
- Built and configured custom workstations, **diagnosing hardware/software issues** to maximize performance.

- Provided Linux-based system administration support, ensuring seamless system operations.
- Developed automation scripts to streamline asset processing, eliminating repetitive manual work and increasing pipeline efficiency.
- Implemented remote access solutions, improving developer workflow accessibility and enhancing collaboration.

## Technical Skills

AWS (EC2, S3, IAM, RDS, DynamoDB), Terraform, CloudFormation, Jenkins, GitHub Actions, GitHub, Bash, Python, Ansible, Docker, Kubernetes, Linux Administration, Fedora, Ubuntu, RHEL, CentOS, Firewalls, VPN, Security Groups, Access Control List (ACLs), IaC, CI/CD, Version Control.