

Jorge Bayuelo

Systems Engineer | (470) 647-7959 | E: jorge3design@gmail.com

Professional summary

System Engineer with experience in optimizing system performance and automating processes. Proficient in RabbitMQ, AWS, Flask, nginx, Terraform, Jenkins, Helm, Kubernetes, Prometheus, and SQL Server, demonstrating a commitment to learning and implementing innovative solutions. Focused on enhancing system stability and performance through efficient operations and DevOps methodology.

Employment history

System Administrator

Jul 2024 - Present

X Fusion Corp, Remote

- Developed and deployed continuous integration and continuous deployment (CI/CD) pipelines using Jenkins and GitLab, streamlining deployment processes and reducing deployment time by 30%.
- Provisioned and managed cloud infrastructure using Terraform and AWS, ensuring infrastructure consistency and scalability across development, testing, and production environments.
- Administered Linux servers for development and production environments, including setting up and managing user accounts, file permissions, and server monitoring using tools like Prometheus.
- Orchestrated Docker containers for microservices-based applications, reducing overhead and improving system scalability and resource utilization.
- Automated routine tasks using Bash and Python scripts, reducing manual administrative tasks by 40% and improving system reliability.
- Implemented security best practices, including firewalls and secure shell (SSH) protocols, to maintain and monitor access controls and safeguard infrastructure.
- Sound critical and analytical skills with great attention to detail allowing for effective troubleshooting and system issue resolution. Excellent communication and teamwork skills.
- Developed and monitored key performance indicators (KPIs) to track system reliability, availability, and performance.

Unreal Engine Technical Artist,

Nov 2022 - Present

Polycount, Dallas

- Coordinated the development and deployment of advanced shaders, enhancing visual fidelity by 30% and significantly improving overall game immersion.
- Collaborated with the development team to optimize asset performance and create real-time rendering solutions in Unreal Engine, utilizing Linux-based build systems to automate workflows and manage large-scale projects. This resulted in a 20% reduction in rendering time and improved overall system performance, leading to smoother gameplay and enhanced project scalability.
- Worked closely with designers and programmers to develop high-quality 3D models and animations, ensuring seamless integration into the game environment. Focused on enhancing visual appeal and performance, which improved character and environment. This collaboration directly elevated the overall user experience, benefiting thousands of players by increasing engagement and immersion, and receiving positive feedback from both the development team and the gaming community.
- Actively engaged in cross-departmental meetings to ensure 3D asset compatibility with the Hugo Boss online platform, significantly enhancing the user interface and shopping experience.
- Streamlined 3D asset delivery by implementing cloud-based sharing systems, enhancing remote collaboration, and significantly reducing project turnaround time.

Freelance 3D Artist

April 2019 - Sept

2022

Upwork

- I successfully managed and delivered over 14 projects on Upwork, maintaining a high star rating and positive reviews from satisfied clients.
- I worked closely with clients to understand their vision and requirements, providing regular updates and revisions to ensure complete satisfaction.
- I created high-quality 3D models and animations for various industries, including architecture, gaming, and product design utilizing industry-standard software such as 3D Studio Max, Blender, V-Ray, and Adobe Creative Suite to produce photorealistic renders and animations.
- I delivered high-quality visual presentations that effectively communicated the project's potential.
- Conducted thorough reviews and quality checks of all deliverables to ensure they meet client specifications and industry standards.

Associate 3D Artist

Apr 2016 - April

2019

DICON

- I Produced detailed 3D models and animations for over 50 residential and commercial projects, resulting in a 40% increase in project approvals from clients.
- I worked closely with architects and interior designers to accurately translate their concepts into visual representations, improving the design approval process by 25%.
- I conducted rigorous quality checks on all visualizations, maintaining a 98% error-free rate and ensuring the highest standards of visual quality.
- I Implemented 3D scanning technology to create virtual tours, resulting in a 50% increase in client engagement and advancing the company's digital transformation initiatives.
- I created detailed 3D models of buildings, interiors, landscapes, and other architectural elements using 3D Studio Max and V-Ray.
- I streamlined the rendering process by integrating new software tools, reducing production time by 30%.

Education

Audiovisual and Multimedia, | University of Bogota Jorge Tadeo Lozano, Cartagena

May 2012

Courses

- Jenkins (Kode Kloud, 2024)
- Docker Training Course (Kode Kloud, 2024)
- Shell Script (Kode Kloud, 2024)
- Python Certification Course (PCAP) (Kode Kloud, 2024)
- Golang Course (Kode Kloud, 2024)
- Fundamental of DevOps (Kode Kloud, 2024)
- Certified Git & GitHub for Version Control (Udemy, 2024)
- Certified Web Developer (Udemy, 2022)

Skills

Cloud, GCP, AWS, Azure, Python, Bash, Kubernetes, Ansible, Terraform, SQL, Helm, Git, GitLab, Bitbucket, Jenkins, GitLab, GitOps, nginx, Apache, Flask, MySQL, SQL Server, Grafana, Prometheus, Rabbitmq, Network Security, Disaster Recovery, Performance Tuning, Virtualization, Agile Methodologies, Database Design, Technical Writing.

Links

LinkedIn : www.linkedin.com, Website : jorgebayuelo.github.io, GitHub: github.com.