

Jorge Bayuelo

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SUMMARY

Experienced Junior DevOps Engineer with three years of expertise in creating and managing automated deployment pipelines, disaster recovery strategies, and configuration management systems. Worked closely with development teams to introduce security protocols and performance optimization measures, achieving a 30% decrease in security breaches and a 25% enhancement in system efficiency. Skilled in monitoring and alerting systems, successfully cutting the average resolution time by 40% and boosting system availability by 25%.

PROFESSIONAL EXPERIENCE

Junior DevOps Engineer

06/2022 – Present

AgileOps Solutions

- Automated and Streamlined the deployment pipeline, cutting deployment times by 50% and boosting deployment frequency by 75%.
- Collaborated with development teams to Secure and Optimize security measures, achieving a 30% decrease in security incidents and vulnerabilities.
- Configured and Maintained monitoring and alerting systems, enhancing system uptime by 25% and reducing mean time to resolution (MTTR) by 40%.

Disaster Recovery Specialist

06/2020 – 06/2022

ContinuityTech Solutions

- **Orchestrated** the implementation of disaster recovery plans, **securing** business continuity and **reducing** downtime by 60% during system failures.
- Developed and maintained backup and recovery procedures, minimizing data loss by 80% and enhancing system recovery time by 50%.
- Analyzed and optimized performance bottlenecks, achieving a 20% improvement in system performance and a 15% reduction in system downtime.

DevOps Engineer

01/2020 – 06/2020

Innovatech Solutions

- Configured and maintained a configuration management system, slashing configuration errors by 50% and boosting system stability by 30%.
- Automated and streamlined system administration tasks through script development, decreasing manual effort by 75% and enhancing system reliability by 20%.

- Partnered with development teams to optimize performance tuning procedures, achieving a 25% increase in system performance and a 20% reduction in response time.

Lead Unreal Engine Technical Artist
Polycount - Dallas, Texas

Oct 2022 – Present

- I led the development and deployment of advanced shaders, enhancing visual fidelity by 30% and significantly improving overall game immersion.
- I Collaborate with designers and programmers to create high-quality 3D models and animations, improving the gameplay experience for thousands of users.
- I 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.
- I Implemented version control across Unreal Engine, increasing team productivity by 60%.
- I streamlined 3D asset delivery by implementing cloud-based sharing systems, enhancing remote collaboration, and significantly reducing project turnaround time.

Freelance 3D Artist
Upwork

April 2019 – Sept 2022

- 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
DICON

Apr 2016 – April 2019

- 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%.
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EDUCATION

University of Bogota Jorge Tadeo Lozano

Bachelor in *Audiovisual and Multimedia* - 2012

CERTIFICATIONS

- 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)
 - Certified Basic Programming (Platzi, 2022)
 - 3D Architectural Animation (Domestika, 2019)
 - Designer of 3D Products, Modeling and Animation (Naska Digital, 2013)
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TECHNICAL SKILLS

- Continuous Integration and Deployment (CI/CD)
- Infrastructure as Code (IaC)
- Cloud Computing (AWS, Azure, Google Cloud)
- Containerization (Docker, Kubernetes)
- Configuration Management (Ansible, Chef, Puppet)
- Monitoring and Logging (ELK, Prometheus, Grafana)
- Scripting and Automation (Python, Bash, PowerShell)
- Version Control (Git, SVN)
- Networking and Security (TCP/IP, VPN, Firewall)
- Database Management (MySQL, PostgreSQL, MongoDB)
- Virtualization (VMware, VirtualBox)

- Operating Systems (Linux, Windows)
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SOFTWARE

- Unreal Engine, Unreal Engine for Fortnite, Roblox Studio, 3D Studio Max, V-Ray, Blender, Maya, Quixel, Forest Pack, Davinci Resolve, Adobe Photoshop, and Adobe Premiere.