James Ruiz

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WORK EXPERIENCE

Extend Inc.   **Dec. 2022 – Dec. 2023**
DevOps Engineer   *Remote*
- Constructed reusable AWS CDK constructs in TypeScript, enabling developers to easily create and manage AWS resources within their code, reducing the focus on infrastructure setup and improving efficiency by 30%.
- Split a monorepo containing 30+ services into their own repositories, mirroring a microservice architecture to further allow an easy LaunchDarkly feature flag integration for continuous delivery via feature flags.
- Automated CI/CD pipelines by integrating GitHub Actions with AWS CodePipeline, creating a suite of custom GitHub workflows to streamline code validation and testing upon merging to main, then seamlessly handing off deployment to CodePipeline.
- Expanded the company's CLI tool functionality, adding capabilities to interact with key areas of the codebaseL querying LaunchDarkly flags, checking deployment statuses, automating AWS login for environment-specific credential access, etc.

Rockstar Games   **Aug. 2021 – Oct. 2022**
Build and Release Engineer   *Remote*
- Administered the weekly deployment cadence for live in-game updates and patches globally, ensuring any bugs are fixed immediately to prevent absolutely any downtime or disruption to player's live gaming sessions.
- Improved pipeline efficiency by migrating processes to infrastructure-as-code, leveraging Kotlin with TeamCity and HCL with Terraform; reduced pipeline debugging and management time by an average of 5 hours weekly.
- Managed Kubernetes-based infrastructure-as-code to support global build and testing environments, actively troubleshooting Kubernetes nodes to ensure consistent, reliable operation.
- Collaborated across teams to design and integrate new infrastructure seamlessly, maintaining zero-downtime standards and ensuring secure, disruption-free deployments.

Hawthorne Advertising   **Feb. 2020 – Aug. 2021**
DevOps Engineer/Full Stack Developer   *Remote*
- Led the migration of 75% of the company's on-premise infrastructure to AWS, leveraging cloud scalability and enhancing overall system resilience.
- Optimized scaling by auto-scaling EC2 instances, enabling automatic traffic handling and reducing manual instance management time by over 60%.
- Automated routine processes and backups by creating custom shell scripts for both Linux and Windows environments, enhancing backup reliability and testing efficiency.
- Led front-end development for the company by selecting the tech stack, tools, and optimizing user journeys to align with project goals and enhance user experience.

EDUCATION

San Diego State University   **May 2015**
Bachelor of Sciences, Criminal Justice   *San Diego, CA*

SKILLS

- **Languages:** JavaScript, TypeScript, Python, Golang, C#
- **Scaling**: Docker, Kubernetes, Load Balancing, Route 53, Octopus Deploy
- **Infrastructure and Scaling:** AWS, Terraform, AWS CDK, Microservice Design, Automation, Scripting
- **Front and Back-end Development**: React, Redux, AWS Amplify, NextJS, Node, Express, Django
- **Code Management/Pipelines**: Github, Github Actions, CodePipeline, TeamCity, Perforce, Jenkins
- **Databases**: DynamoDB, RDS, S3, MongoDB, PostgreSQL