Jeffrey Jing

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FDUCATION

University of Washington

Seattle, WA | June 2020

WORK EXPERIENCE

CASTLE HILL GAMING | DEVOPS ENGINEER

Charlottesville, VA | 2023-2024

- Automated QA Repository Management- Implemented a centralized testing repository with automated webhooks to ensure uniform updates across the QA team, eliminating manual sync issues. Developed a queryable endpoint that enabled seamless retrieval of the latest test repository, allowing developers to select specific tests for their builds, improving testing accuracy and efficiency.
- The Docker Initiative- Researched and initiated the containerization of internal tools and developer testing environments to streamline workflows, enabling faster iterations, standardized deployments, and improved scalability, maintainability, and CI/CD efficiency with Docker.
- **Grafana & Prometheus-** Configured and deployed Grafana and Prometheus for monitoring AWS EC2 instances, enabling real-time scraping and visualization of health metrics.
- Microsoft Teams Notifications Bot- Developed a notification bot leveraging Microsoft Graph API and OAuth 2.0 for real-time alerts in one-on-one chats and Teams channels. Automated delivery of build error notifications and Git status updates, enhancing team responsiveness and project oversight.
- Lab Checkout Form- Engineered a lab checkout system hosted on an Apache2 web server to manage hardware reservations, allowing developers and QA testers to efficiently allocate resources and provide instant updates on the status of each Electronic Gaming Machine (EGM) in the lab.
- Cloud Infrastructure Optimization- Organized & led the company-wide cloud infrastructure optimization initiative, reducing costs on both Dropbox and AWS EC2 by over 65%.
- HMA Data Pipeline- Engineered a high-capacity data pipeline for the Health & Maintenance Application that processes 20TB of daily data and eliminated 100TB of redundant data, significantly optimizing data management.
- TeamCity CI/CD Pipeline Management- Maintained and modified TeamCity CI/CD pipelines, updating build steps and managing webhooks to trigger automated builds from GitHub and later GitLab. Assisted in the GitHub-to-GitLab migration by reconfiguring repositories and ensuring TeamCity agents on Windows EC2 instances continued executing builds correctly.
- QA Test Form- Developed a QA Test Submission Form in accordance with QA Team requirements, enabling seamless issue submissions by developers. Integrated automated logging to Jira and hosted the platform on an Apache2 web server, ensuring reliable access and performance.

ETHFINITY STUDIOS | SOFTWARE, DEVOPS ENGINEER

Seattle, WA | 2021-2023

• Designed and implemented a suite of Solidity smart contracts (ERC721, 721B, & 1155) for diverse NFT projects. Spearheaded the development and AWS-based hosting of sales platforms, contributing to client projects such as Metapengus, Deck of Degeneracy, and others on the Ethereum blockchain, achieving total sales of over \$2 million.

PATHWARE I SOFTWARE DEVELOPMENT ENGINEER INTERN

Seattle, WA | 2020

- Developed a Doxygen documentation parser in Python, significantly optimizing source code annotation and reducing documentation time.
- Engineered an image processing solution for Fourier Ptychographic Microscopy in C++ and Java, enhancing image clarity using advanced FPM reconstruction algorithms.

CERTIFICATIONS

Certified Kubernetes Administrator

Feb 2025

SKILLS

DevOps: Kubernetes, Helm, Kustomize, Grafana, Prometheus, Docker, Github Actions

Languages: Java, Solidity, C++, Python

Technologies: Remix, Git, Jira, Grafana, Flask, Apache2, TeamCity, AWS: Amplify, EC2, S3, Lambda