



JUSTIN NEARING

Scaling Reliable Systems

@justin.f.nearing@gmail.com <https://www.linkedin.com/in/justinnearing/>

📍 Burnaby

SUMMARY

Platform Engineering Manager with over 15 years of experience.

Managed fleets of Kubernetes clusters gracefully handling 14k RPS across 1400+ domains

Managed incredible Platform Infrastructure team ensuring reliable, secure, performant cloud infrastructure for global-scale services.

SKILLS

Cloud Infrastructure

- Google Cloud (GCP) / AWS
- Docker, Kubernetes (K8s)
- ArgoCD, Helm, Terraform
- MongoDB, SQL, Redis, Elasticsearch
- Golang, Node.js, Python, Bash

SRE On-call triage, remediation, postmortem + prevention

Secrets/Access Management; Cloud Security; Config Connector

Edge Compute/Cache, Fastly + VCL, DNS, traffic shaping + bot management

Engineering Management

- Roadmap, project, capacity planning
- Hiring, Onboarding, managing direct reports
- Presentations, reporting to upper management

Advocate for cross-team communication, collaboration, alignment.

Strong believer in iterative improvement, data-driven decision making.

Genuine love for documentation.

EXPERIENCE

Staff Platform Engineer

05/2024 - 06/2025

VerticalScope Inc.

Managed senior Platform Engineers to gracefully handle 14k RPS across 1400+ domains.

Developed core platform strategy of Security, Reliability, Developer Experience.

Drove a culture of iterative improvement, data-driven decision-making, and actionable metrics for platform projects/features.

Promoted blameless postmortem culture and consistent communication standards.

Technical Details

- Operated edge infrastructure at 14k RPS across 1400+ domains
- Edge caching, bot mitigation + rate limiting via Fastly + VCL
- Managed multi-cluster Kubernetes environments, Istio for ingress
- Config Connector + Workload Identity for Google Cloud resource management
- GitOps via ArgoCD (Applications, Workflows, Rollouts); GitHub Actions
- Helm, Kustomize, Terraform
- SlackOps tooling in Golang managing CI/CD, non-prod envs, GDPR requests, platform workflows, and more
- Prometheus + Grafana; Elasticsearch + Kibana; OTel with Honeycomb
- Managed, participated in on-call rotation schedule

Lead Software Engineer

06/2017 - 05/2023

Kabam Games Inc.

Architected, implemented and deployed total infrastructure overhaul within 4 months; across >5 business critical products; with no unscheduled downtime or incidents.

- Built and Scaled app infrastructure for multiple >1m MAU mobile games
- Migrated server infrastructure from VM's → Kubernetes
- Manage several sensitive Production Database upgrades + migrations
- Manage on-call outages + Create strong SRE culture within the company
- Infrastructure monitoring and incident management
- Built custom CICD pipelines for multiple products/services

DevOps Lead

09/2016 - 04/2017

LemonStand

- Overhauled local environment setup
- Streamlined developer onboarding
- Manage Ubuntu / Linux server environment in AWS
- Overhaul customer onboarding time
- Monitoring and alerting for infrastructure

Automation Engineer

07/2015 - 05/2016

United Front Games

- One-step build and launch capabilities for AAA game product
- Implement solutions to reduce >20 minute Unity builds to <5 minutes
- Implement automated custom AWS server deployment
- CI tools for >4gb build artifacts
- Monitoring / Alerting / Escalation

EXPERIENCE

QA Engineer Buyatab Online Inc.	02/2014 - 07/2015
Board Member Vancouver Social Games	01/2011 - 01/2015
UX Consultant Fingerworks Telestrators	11/2013 - 02/2014
Prototype Engineer Reality Controls	11/2013 - 12/2013
Monetization Designer PopCap Games	09/2012 - 04/2013
Community Support Analyst A Thinking Ape	08/2011 - 09/2012

EDUCATION

Advanced Java Development, Computer Software Engineering British Columbia Institute of Technology	01/2013 - 01/2014
Relational Database Design & SQL British Columbia Institute of Technology	01/2013 - 01/2013
Game Art & Design, Modeling, Texturing, Development Practices, Art Institute of Vancouver	01/2006 - 01/2007