



Ghaith Magherbi

Cloud / DevOps Engineer

- Tunisia
- contact@ghaith-magherbi.com
- https://ghaith-magherbi.com
- MGhaith
- Ghaith Magherbi

Skills

Cloud Platforms

AWS

CI/CD

Github Actions, GitLab CI

Infrastructure as Code

Terraform, CloudFormation

Containerization & Orchestration

Docker, Kubernetes, ECS, EKS

Configuration Management

Ansible

Monitoring & Logging

Grafana, Prometheus, CloudWatch

Programming & Scripting

Python, Bash/Shell, JavaScript/TypeScript

Other key technologies and tools

Git, Linux, Postman

Languages

Arabic

Native

English

Fluent

French

Fluent

Summary

Aspiring Cloud/DevOps Engineer with a background in software engineering and hands-on project experience in AWS, CI/CD, and Infrastructure as Code. Skilled at designing and automating cloud solutions through projects. Passionate about building scalable, reliable systems and eager to bring problem-solving and automation skills to a professional DevOps role.

Projects

Personal Portfolio hosted on AWS

August 2025

Production-ready serverless portfolio demonstrating modern Cloud and DevOps engineering practices. Built with Infrastructure as Code, automated CI/CD pipelines, and AWS serverless architecture.

Github Demo

AWS, S3, CloudFront, Terraform, Python, Github Actions, Lambda, CI/CD, IaC, DynamoDB, CloudWatch, SES, API Gateway

Reusable Monitoring & Alerting Stack

September 2025

Built a containerized monitoring solution with Prometheus, Grafana, and Alertmanager for real-time metrics, dashboards, and alerts. Automated one-command deployment with Docker Compose/Ansible for local and cloud environments.

Github

Prometheus, Grafana, Alertmanager, Docker, Docker Compose, Ansible, Infrastructure as Code (IaC), Monitoring, Alerting, Automation, CI/CD, Cloud Deployment

Experience

Freelancer

July 2024 - Present

Game Engineer

Remote

- Implemented end-to-end development workflows, including build automation and deployment pipelines for cross-platform delivery.
- Designed and integrated UI systems, reusable components, and asset pipelines to improve team productivity.
- Led a small distributed team, introducing version control (Git) and project management best practices.
- Delivered web-based game apps, gaining hands-on experience with web hosting, backend APIs, and deployment to cloud platforms.

LoCoNET GmbH

March 2024 - June 2024

Game Engineer

Germany (Remote)

https://www.linkedin.com/company/loconet-gmbh/

- Integrated REST API calls and optimized frontend-backend communication.
- Worked within a cross-functional, Agile team, collaborating with backend, design, and QA to ensure smooth deployments.
- Contributed to team's code review, testing, and version control workflows (Git/GitLab).

Education

Private Higher School of Engineering and

09/2019 - 12/2022

Technology - ESPRIT

Bachelor of Engineering (B.E.)

Software Engineering

https://esprit.tn/