

Cody Ernesti

Elkhorn, NE • (785) 317-3907 • cody@ernesti.tech

Proven systems engineer with diverse skillset focusing in automation and security. Managed over a hundred servers (physical and virtual), in addition to network equipment over multiple locations. Seeking position in a fast-paced company utilizing cutting-edge technologies to solve unique problems.

Software Skills

Hyper-V Solutions ●●●●●

FortiOS ●●●●●

PowerShell ●●●●●

PRTG ●●●●●

Windows Server ●●●●●

Linux ●●●●●

Docker ●●●●●

Git ●●●●●

Social Links

Github:
<https://github.com/Soarinferret>
LinkedIn:
<https://linkedin.com/in/cernesti>
Website:
<https://blog.kanto.cloud>

Experience

Educational Service Unit #2

Systems Engineer • July, 2018 — Present
Network Technician • Mar., 2016 — June, 2018
Technology Intern • Oct., 2015 — Feb., 2016

Designed, implemented, and troubleshoot complex server and network infrastructure for multiple locations while applying cybersecurity best practices.

- Combination of PowerShell and Ansible to facilitate infrastructure change management
- Managed and setup multiple standalone and clustered Hyper-V servers
- Setup network monitoring across 15 districts with over 5,000 sensors on PRTG and Grafana
- Built SubHub - a centralized substitute teacher scheduling and billing platform using Django, MySQL, and Nginx utilizing containers
- Designed Single Sign On applications integrated with ADFS

Mammal Hall - University of Nebraska-Omaha

Operations Consultant • May, 2015 — Jan., 2016

Perform Tier 1 user support by troubleshooting building and user technology related issues, and perform help-desk related functions.

Education

University of Nebraska-Omaha

B.Sc. in Cybersecurity, with a Minor in Computer Science • 2014 — 2018

- Cumme Laude Honors Graduate with 3.6 GPA

Certifications

MCP

Aug. 2018 • 70-741: Networking with Windows Server 2016

Sept. 2017 • 70-740: Installation, Storage, and Compute with Windows Server 2016

Outside Interests

- Ask me about my homelab!

References available upon request.