Sreyeesh Garimella

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DevOps Engineer

Summary Dynamic and results-driven DevOps Engineer with extensive experience in cloud infrastructure, CI/CD pipelines, and advanced monitoring systems. Expertise in AWS, Azure, containerization, and automation frameworks. Proven ability to optimize workflows, build reliable systems, and deliver impactful solutions for diverse industries, including animation, gaming, and IT consulting.

Key Skills

- **Cloud Platforms:** AWS (EC2, S3, CloudFormation), Azure
- **DevOps Tools:** Jenkins, Ansible, Terraform, Docker, Kubernetes
- **Programming & Scripting:** Python, Bash, JavaScript, Lua, SQL
- **CI/CD Pipelines:** GitHub Actions, Jenkins, GitLab CI/CD
- **Monitoring & Visualization:** Grafana, Prometheus
- **Database Management:** PostgreSQL, MongoDB, MySQL
- **Automation & Testing:** Selenium, Postman, Appium
- **Version Control:** Git, GitHub, GitLab

Professional Experience

DevOps Consultant

November 2023 – Present | Estonia
Synopsis: Providing comprehensive technical support, infrastructure management, and DevOps solutions to enhance operational efficiency and scalability for clients.

Responsibilities:
- Designed and managed AWS cloud infrastructure, ensuring high availability and scalability.
- Developed CI/CD pipelines using Jenkins and Ansible, reducing deployment times by 30%.
- Integrated Grafana and Prometheus to proactively monitor and optimize system performance.
- Automated workflows using Python to scale infrastructure for cloud rendering and deployments.
- Implemented Docker and Kubernetes for containerized deployments, enhancing system reliability.

Technologies Used:
- AWS (EC2, S3, CloudFormation), Docker, Kubernetes, Jenkins, Ansible
- Python, Prometheus, Grafana

Owner & Full Stack Developer

SG Production OÜ
July 2022 – Present | Estonia
Synopsis: Delivering custom automation tools and scalable solutions for IT and VFX industries.

Responsibilities:
- Created Python-based automation tools for VFX workflows and IT consulting.
- Deployed scalable cloud solutions with Docker and Ansible.
- Managed PostgreSQL and MongoDB databases for backend services.

Technologies Used:
- Python, Docker, Ansible, PostgreSQL, MongoDB

DevOps Engineer

Smartmatic-Cybernetica C.O.E for Internet Voting
January 2024 – August 2024 | Tartu, Estonia
Synopsis: Architected and managed infrastructure to support secure and scalable internet voting solutions.

Responsibilities:
- Architected infrastructure solutions using Docker, Terraform, and AWS EC2.
- Implemented CI/CD automation to accelerate and secure software deployments.
- Enhanced cloud monitoring with Grafana, enabling proactive issue detection.

Technologies Used:
- AWS EC2, Docker, Terraform, Grafana, Jenkins

Cloud Rendering Specialist

Boulder Media
November 2019 – January 2021 | Dublin, Ireland
Synopsis: Designed and optimized rendering solutions leveraging cloud infrastructure.

Responsibilities:
- Leveraged AWS cloud rendering to process large-scale VFX projects.
- Set up Deadline for monitoring and queuing rendering tasks, optimizing efficiency.
- Developed custom Grafana dashboards for real-time system performance monitoring.

Technologies Used:
- AWS (Cloud Rendering, S3), Grafana, Deadline

Lighting Technical Director

DNEG
August 2022 – March 2023 | London, UK
Synopsis: Provided DevOps and technical support for rendering and lighting processes in high-profile VFX projects.

Responsibilities:
- Automated rendering and lighting pipelines with Python, boosting efficiency.
- Designed and managed cloud-based rendering workflows using AWS and Docker.
- Integrated CI/CD tools to streamline deployment processes and maintain system reliability.
- Utilized Grafana to monitor system performance and ensure smooth rendering operations.

Technologies Used:
- Python, AWS, Docker, Grafana, CI/CD Tools

Production Show Technician

Blizzard Entertainment
May 2021 – November 2021 | Irvine, CA, USA
Synopsis: Streamlined technical workflows for cinematic animation teams.

Responsibilities:
- Developed Python and Lua scripts to enhance cinematic animation workflows.
- Supported game teams with optimized tools for seamless animation production.

Technologies Used:
- Python, Lua, Workflow Automation Tools

Education

- **Bachelor of Arts in Animation** – California State University, Northridge (2010–2012)
- **Associate of Arts in Animation** – College of the Canyons (2007–2010)

Certifications

- AWS Certified Solutions Architect – Associate
- Docker Certified Associate
- Terraform Associate Certification
- Programming with Python
- Front-End Web Development Basics with React.js

Notable Projects

- **AWS Cloud Rendering:** Designed and managed scalable cloud rendering systems, processing terabytes of data efficiently.
- **Grafana Dashboards:** Configured advanced monitoring dashboards for real-time system performance insights.
- **CI/CD Optimization:** Built robust pipelines that improved deployment speed and reliability.
- **Infrastructure Automation:** Automated provisioning and deployment using Terraform and Ansible.

Hobbies and Interests

- Engaging in DevOps and cloud technology communities.
- Exploring new trends in automation and containerization.
- Building personal projects to refine technical skills.