

>>> AYRAN THANE OLCKERS

>>> Build Pipeline Engineer | Automation Specialist

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>>> GitHub: [TheGeekiestOne](#) | Location: UK

> PERSONAL STATEMENT

\$ echo "Automation-focused Build Engineer with a passion for CI/CD pipelines, developer experience, and release quality. A Tinkerer in game development tooling and system orchestration since 2015."

> TECHNICAL SKILLS

\$ cat skills.txt

Languages: Python, PowerShell, Bash
Automation: TeamCity, Jenkins, Ansible, Docker
Cloud: AWS, Azure, Linux, Windows Server
Monitoring: Grafana, Sentry, CloudWatch
Version Control: Perforce, Git
Game Engines: Unreal, Unity

> EXPERIENCE

\$ cat work_history.txt

[2023-Present] nDreams Orbital - Build Pipeline Programmer

- Built CI/CD for VR studio using TeamCity
- Automated build submission to Meta Quest release channels
- Improved build times for quicker delivery of QA & Dev builds
- Integrated Sentry into project for crash reporting

[2022] DR Studios - Systems Admin (Perforce) - Game: Hawken Reborn (Steam)

- Managed Perforce infrastructure and build servers
- Automated PowerShell & Docker (Nomad) deployments
- Supported Steam release pipeline and PlayFab infrastructure

[2017-2019] Rackspace - Windows Support Specialist II

- Automated admin tasks with PowerShell
- Supported enterprise Windows systems
- Troubleshoot DNS, IIS, AD, FTP, SSL issues

> EDUCATION

\$ cat education.txt

BSc (Hons) Computer Games Development - University of Westminster (2018-Present)

- Notable Modules: Game Engine Architecture, 3D Graphics, Concurrent Programming
- Final Year Project: Driving Story through Level Design - Horror Focus

> CERTIFICATIONS

\$ ls linkedin.com/in/ayran

Coursera & LinkedIn Learning certifications (available on profile)

> LANGUAGES

\$ echo "English (Native), Afrikaans (Advanced)"