Tom Otero

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Professional Summary

Build & Release Engineer with experience managing CI/CD infrastructure, designing secure distributed systems, and containerizing service pipelines. Proficient in Python, Bash, and Go, with strengths in automation, system integration, and deployment orchestration across Linux and Windows. Recently implemented containerized LLM infrastructure using FastMCP and Ollama, building prompt evaluation tools and secure network tunneling with OpenVPN. Focused on scalable system design, API clarity, and leveraging AI tooling to accelerate software delivery and content workflows.

Technical Skills

Languages: Python, Bash, TypeScript, Go, PowerShell, C/C++, C#
Tools: Docker, TeamCity, Jenkins, Git, Perforce, FastMCP, Ollama, Claude, JIRA, Node.js
Platforms: Windows Server, Ubuntu, Alpine, WSL2, Hyper-V
Practices: CI/CD, Containerization, Prompt Engineering, Infrastructure as Code, Build Automation, Secure Networking, API Design, Observability, System Integration

Professional Experience

Rockstar Games — Associate Build & Release Engineer
Jan 2024 – Present | New York, NY (Hybrid)

- Maintained CI/CD pipelines in TeamCity across Windows and Linux, integrating Python, PowerShell, and MSBuild for asset-driven game builds
- Refactored deployments into modular Python packages with versioned configs, increasing repeatability across environments
- Containerized legacy services using Docker and Compose, enabling testable, isolated infrastructure deployments
- Built secure artifact pipelines using rsync and SSH across hardened, segmented networks
- Modernized cross-domain workflows using OpenSSH and Windows Server 2022, improving CI network transparency and integration fidelity

Novus Labs (Contracted to Cruise, GM) — Embedded Systems Software Test Engineer
Oct 2020 – Mar 2022 | Hillsboro, OR

- Created CI pipelines for embedded Linux validation using Jenkins and Buildkite across distributed lab hardware
- Developed Pytest-based automation in Python to validate driver functionality and edge cases under real-world timing constraints
- Wrote modular test wrappers to simulate hardware interactions and integrate third-party tools via CLI or API
- Triaged C/C++ driver regressions, documenting issues and maintaining artifact flows through JFrog Artifactory
- Built reusable scripts and validation utilities to improve test coverage, reduce triage time, and support cross-device testing

Novus Labs — Mechanical Engineer
Aug 2019 – Oct 2020 | Hillsboro, OR

- Co-led Mesh Hop RF testbed development for Amazon Alexa, simulating Bluetooth Mesh behavior in degraded RF environments
- Automated device orchestration and test validation using Python, Bash, and SSH, enabling scalable multi-device scenarios
- Built a Raspberry Pi–based TTS and NTP-synchronized test harness to issue voice commands with subsecond timing accuracy
- Documented test harness logic and deployment steps, enabling engineers and QA teams to rerun edge-case tests independently

Projects

Containerized Prompt Engineering Infrastructure

- Integrated Model Context Protocol (MCP) servers into a Dockerized OpenVPN stack to support secure prompt tunneling and model segmentation
- Wrote a Python client using FastMCP modules to send context-rich prompts and evaluate responses from locally hosted Ollama models
- Designed container orchestration and DNS rules to route traffic between isolated LLM components across a custom VPN network

OpenVPN + LDAP NAS Gateway

- Engineered a secure remote access solution for NAS devices using OpenVPN and LDAP authentication
- Isolated client access via custom certificate roles and layered network segmentation through WSL2 and Hyper-V

Expense Tracker API

- Built RESTful APIs in Go with PostgreSQL, emphasizing API-first design, modularity, and backend CRUD performance
- Used in personal budgeting workflow to track expenses, categorize spending, and export reports for CSV import

Education

Portland State University — B.S., Mechanical Engineering
2015 – 2019