Tom Otero

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Professional Summary

Build & Release Engineer with experience managing CI/CD infrastructure, designing distributed service architectures, and delivering cross-platform software at scale.
Proficient in Python, Bash, PowerShell, and C#, with strengths in automation, containerization, and system integration. Proven ability to scale pipelines, optimize backend services, and harden distributed architectures. Focused on building scalable, resilient services with strong API design, system observability, and security best practices.

Technical Skills

- **Languages:** Python, Bash, PowerShell, C/C++, C#, Go
- **Tools:** TeamCity, Jenkins, Git, Perforce, Docker, Akamai, JIRA
- **Platforms:** Windows Server, Ubuntu, Alpine, Hyper-V, WSL
- **Practices:** CI/CD, Infrastructure as Code, Build Automation, API Design, Observability, System Integration, Security Hardening

Professional Experience

Rockstar Games -- Associate Build & Release Engineer

Mar 2022 - Present | New York, NY (Hybrid)
- Maintained TeamCity CI/CD pipelines across Windows and Linux, integrating Python, PowerShell, and MSBuild.
- Refactored deployments into modular Python packages, improving reproducibility and consistency.
- Containerized legacy services using Docker and Compose, enabling scalable, isolated deployments.
- Built secure artifact pipelines using rsync and SSH across hardened, segmented networks.
- Led infrastructure upgrades and cross-domain workflow modernization via OpenSSH and Windows Server 2022.

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.
- Developed Python-based Pytest automation to validate drivers and system behaviors under distributed lab conditions.
- Triaged C/C++ driver failures and maintained artifact pipelines using JFrog Artifactory.

Novus Labs -- Mechanical Engineer

Aug 2019 - Oct 2020 | Hillsboro, OR
- Co-led Mesh Hop RF testbed development for Amazon Alexa, simulating Bluetooth Mesh hops in degraded RF conditions.
- Automated device orchestration and validation workflows using Python, Bash, and SSH.
- Created Raspberry Pi-based TTS system to enable hands-free, reproducible voice command testing.

Projects

- **Expense Tracker API:** Built RESTful APIs in Go with PostgreSQL, focusing on API-first design, CRUD efficiency, and modular backend services.
- **Infrastructure Hobbyist Project:** Designed layered VPN networks using Hyper-V, WSL2, and Dockerized OpenVPN, exploring secure remote service isolation and network segmentation.
- **OpenVPN Solution for LDAP NAS Access:** Engineered a secure VPN and LDAP integration for offsite NAS access with client certificate isolation.

Education

Portland State University - B.S., Mechanical Engineering
2015 - 2019