

Anton Osenenko

DevOps Platform Engineer

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Key Skills

Infrastructure & Cloud: Terraform · AWS (EKS, ECS, EC2, RDS, S3, Lambda, GameLift, ElastiCache, VPC) · Kubernetes · Docker · Linux Systems · Windows AMIs · GPU Infrastructure (NVIDIA NVENC, AMD AMF)

CI/CD & GitOps: GitHub Actions · GitLab CI · Jenkins · Ansible · ArgoCD

Observability & Monitoring: Prometheus · Grafana · OpenObserve · DataDog · NewRelic

Data & Messaging: PostgreSQL · MySQL · ScyllaDB · ClickHouse · RabbitMQ · Kafka (CDC pipelines) · Redis · ElasticSearch

Security & Compliance: HashiCorp Vault · VaultWarden · IAM Role Assumption · RBAC

Programming: Python · TypeScript · Ruby · Lua

Other: WebRTC · Unity Build Automation · Codec Tuning (H.264/H.265/VP9)

Summary

DevOps / Platform Engineer with 13+ years in software development and deep knowledge of the IT industry - from backend architecture to large-scale infrastructure operations. Known for designing cost-efficient, reproducible environments, making pragmatic infrastructure decisions, and keeping production reliable and downtime-free. Experienced in mentoring teams and delivering scalable, maintainable solutions that support business growth.

Specialized in cloud-native architectures, Infrastructure as Code, and observability platforms. Reduced infrastructure costs by 95%, enabled rapid environment provisioning from days to hours. Led compliance certifications (MGA) and managed infrastructure for 2.5M+ users with zero critical downtime.

Developer Background

Strong programming foundation: **Python** (automation, AWS Lambda, log processing, orchestration scripts, data pipelines), **TypeScript** (Terraform modules, CI/CD tooling, infrastructure workflows, type-safe infrastructure code), **Ruby** (8+ years as backend engineer and tech lead, building microservices, payment integrations, event-sourced systems with PostgreSQL + RabbitMQ).

Hands-on experience with API design, performance tuning, CI pipelines, mentoring teams, and shaping production architecture to keep systems fast, maintainable, and reliable. Built custom tooling including ElasticSearch ORM, Tarantool Lua frameworks, and infrastructure automation scripts. Deep understanding of distributed systems, event-driven architectures, and database optimization.

Experience

Funtico - DevOps Engineer

11/2024 - 05/2025

- Transformed AWS infrastructure from manual operations to fully automated Infrastructure as Code. All infrastructure codified in Terraform (CDKTF) — reproducible, maintainable, and production-ready multi-environment setup enabling rapid provisioning and consistent deployments.
- Designed cost-optimized AWS GameLift build nodes (**Unity** headless builds + Packer AMIs + Docker) with caching and auto-shutdown; blue-green alias switch ensured zero downtime. Reduced build infrastructure costs by ~95% through on-demand node lifecycle management.
- Containerized 11-service jackpot game, mapped hidden inter-dependencies, and added sidecar health checkers for instant failure propagation. Deployed on fresh AWS-managed Kubernetes clusters (test and prod) provisioned from scratch with all necessary add-ons, classic CI/CD, full observability with metrics and monitoring.
- Designed real-time CDC pipeline: multi-sink Kafka topology syncing 4k rows / 5–10s from MySQL and ScyllaDB (player state) into ClickHouse (BI). Connectors split by change rate to prevent re-sync storms; operator restarts reduced from weekly to <1 per quarter.
- Implemented ArgoCD for GitOps-based deployments and integrated vaultwarden for secure secrets management.

BeyondPlay - DevOps Engineer

10/2022 - 08/2024

- Rebuilt entire AWS infrastructure from manual operations to fully automated Infrastructure as Code using Terraform (CDKTF, TypeScript): VPC, EKS clusters, RDS, caches, secrets, and CI hooks. New environments materialize in ≈ 3 hours instead of 2-7 manual work-days; Terraform reruns plus GitHub Actions complete the job.
- Established comprehensive CI/CD pipeline: robust GitHub Actions pipeline triggered by push and merge events. Each run produces deployment-ready Docker image pushed to ECR, stores associated artifacts, and initiates targeted Kubernetes deployment update based on environment mapped to branch. Streamlined releases across multiple environments with minimal manual intervention.
- Built GPU streaming clusters: custom Windows & Linux AMIs for both NVIDIA (NVENC) and AMD (AMF) GPUs. Instances boot via API or cloud-init, pull source or Docker builds, launch headless XFCE + Chromium sessions, and capture gameplay for backend streaming. Reaching 10–15 concurrent rooms per host made GPU usage cost-effective. WebRTC handled internal signalling between components.
- Codec & OS tuning: experimented with H.264/H.265/VP9 codecs, kernel-level tweaks, driver configs, and display settings to minimize latency ($< 100\text{ms}$) and maximize multi-stream density per server.
- Unified observability: after extensive experimentation with Prometheus + Grafana paired with S3-backed storage (via Mimir and JuiceFS), transitioned to OpenObserve as unified platform for both metrics and logs. Significantly improved visibility and reduced MTTR from hours to minutes—most issues now flagged before impacting users.
- Compliance-ready architecture: maintained full control over infrastructure, including custom configuration of Kubernetes nodes and system-level components. Successfully passed multiple compliance audits, including MGA certification, with production workloads running reliably on AWS-managed EKS.

RNDpoint - DevOps Engineer

02/2021 - 10/2022

Breakingequity.com project:

- Led complete AWS infrastructure transformation from manual operations to fully automated Infrastructure as Code. Removed legacy components, established efficient, well-organized structure. Migrated all existing components under Terraform management using Terraform + Terragrunt for smooth multi-environment setups.
- Built unified monitoring and alerting system combining Prometheus + Grafana with DataDog and NewRelic, enabling full-stack observability, faster incident response, and detailed performance insights.
- Developed Python AWS Lambda functions for log processing, improving monitoring accuracy and transparency. Created data synchronization service with ActiveCampaign and custom log processing pipelines for financial data.
- Designed secure IAM role assumption strategies, enhancing infrastructure security posture.

Beyondplay.io project:

- Led transition from chaotic, unorganized infrastructure to well-structured Infrastructure as Code using Terraform (CDKTF).
- Eliminated undocumented and unclear infrastructure components, built scalable IaC foundation enabling seamless expansion across multiple environments.

Welltory - DevOps Team Lead

07/2020 - 01/2021

- Migrated infrastructure from private cloud to AWS, transforming manual operations to fully automated Infrastructure as Code. Established solid IaC foundation for the company using Terraform and EKS-based infrastructure with RBAC and comprehensive monitoring, ensuring production reliability for 2.5M+ users with no critical downtime during migration.
- Identified and resolved network configuration issues in Kubernetes cluster, ensuring stable service communication.
- Automated access management using HashiCorp Vault and Kubernetes, streamlining operations and improving security.
- Defined and automated monitoring processes, enabling proactive issue detection and faster incident response.

Earlier Work

Rocketbank - Lead Backend Engineer

12/2019 - 06/2020

- Contributed to fintech features development, primarily focused on systems built around RabbitMQ and event sourcing approach. Worked with Ruby, PostgreSQL, RabbitMQ, Redis, and Kubernetes stack.
- Hands-on with deployments to production, optimized GitLab CI pipelines to keep operations running smoothly. Managed own Kubernetes namespace with production deployment responsibilities.

Earlier Backend Experience (2011-2019)

Worked as **Tech Lead** (Qlean.ru, 2017-2019), **Backend Engineer** (Wallarm, Social Quantum, KupiKupon Global, 2011-2016) building high-load backend systems, microservices, and APIs. Technologies: Ruby, Ruby on Rails, PostgreSQL, RabbitMQ, Redis, Elasticsearch, Tarantool, MySQL. Built custom tooling including Elasticsearch ORM, Tarantool Lua frameworks. Integrated payment gateways, SMS/telephony providers. Maintained CI/CD pipelines with Jenkins, Ansible, Docker. Handled deployment, monitoring, performance testing, and production stability for high-traffic applications.