Anton Osenenko

Principal DevOps / Platform Engineer

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Key Skills

Terraform · **AWS** · **Kubernetes** · Security & Compliance · Linux Systems · GitOps · CI/CD · Observability · Python · TypeScript · Ruby · Postgres · RabbitMQ · Kafka · Docker · Vault · Prometheus · Grafana

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.

Developer Background

Strong programming foundation: **Python** (automation, AWS Lambda, log processing, orchestration scripts), **TypeScript** (CDKTF modules, CI/CD tooling, infrastructure workflows), **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.

Experience

Funtico - DevOps Engineer 11/2024 - 05/2025

- 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.
- Containerized 11-service jackpot game, deployed on fresh EKS clusters with CI/CD and observability.
- Designed Kafka-based CDC pipeline syncing MySQL + ScyllaDB player state into ClickHouse.
- Infra fully codified with Terraform (CDKTF), reproducible multi-env.

BeyondPlay - DevOps Engineer 10/2022 - 08/2024

- Rebuilt AWS infra as code with CDKTF (VPC, EKS, RDS, caches, secrets), new envs up in hours instead of days.
- Built GPU streaming clusters (Linux/Windows AMIs for NVIDIA/AMD), tuned codecs (H.264/H.265/VP9), drivers, kernel - achieving <100ms latency and dense multi-stream setups.
- Migrated observability stack to OpenObserve (metrics+logs), cutting MTTR from hours to minutes.
- GitHub Actions CI/CD producing ECR images and targeted K8s rollouts.
- Passed compliance audits (MGA) with hardened nodes and secure configs.

RNDpoint – DevOps Engineer 02/2021 – 10/2022

- Led AWS infra refactor for Breakingequity.com: Terraform + Terragrunt, CI/CD pipelines, monitoring/alerting.
- Developed Python Lambdas for log processing, financial data sync pipelines.
- Designed secure IAM role assumption strategies.
- For Beyondplay.io: removed undocumented infra, built scalable IaC foundation with CDKTF.

Welltory – DevOps Team Lead 07/2020 – 01/2021

- Migrated services from private cloud to AWS, established EKS-based infra with RBAC and monitoring.
- Automated access management (Vault + Kubernetes) and monitoring setup.
- Ensured production reliability for 2.5M+ users, no critical downtime during migration.

Earlier Work

Before 2020, worked as **Lead Backend Engineer** (Rocketbank) and **Tech Lead** (Qlean), building event-sourced systems on Ruby, PostgreSQL, RabbitMQ, Redis, deploying to Kubernetes and optimizing GitLab CI.

Also worked as **Ruby Developer** (Wallarm, Social Quantum, KupiKupon) — built high-load APIs, custom ElasticSearch ORM, Lua tooling for Tarantool, and maintained CI/CD with Ansible, Jenkins, Docker to keep production stable.