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Alex Cantu

- ✓ 4 years Software/DevOps Experience
- ✓ Multiple Technical Certifications
- ✓ Bachelor's in Computer Science - Magna Cum Lade
- ✓ Self-driven and Task-orientated

2017-2019

Education - Graduate School of Biblical Studies, Full-Time Training in Anaheim

As a student in the Full-Time Training in Anaheim, I participated in a unique program constituting a blend of rigorous academic studies and community outreach. In this environment I developed my teamwork and leadership skills while coordinating and interacting with a variety of diverse cultures. The program's fast-pace curriculum required 17 hours of classes per week covering several Biblical topics.

2016-2017

Rackspace - Software Developer II

As a Software Developer for Rackspace, the focus was on Python-based deployment software for the OpenStack cloud platform. My role involved development, continuous integration, scripting, and extensive knowledge of serveral cloud and system technologies. The system integrated Linux containers, virtual network components, cloud paradigms, configuration management tools, continuous integration tools (i.e Jenkins), and serveral other Linux technologies.

2013-2016


Rackspace - DevOps Engineer

Deploying, managing, and configuring Rackspace Private Cloud Software. This involves working with the Ansible configuration management suite and many core Linux technologies. These technologies include Linux containers, databases, hypervisors, Linux networking, and many other popular Linux features and packages. The job also involves deploying, testing, and managing most(if not all) of the OpenStack component services. During my time here I obtained multiple technical certifications such as the RHCE, CCNA, and Certified OpenStack Administrator

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Skills

- ✓ Communication
- ✓ Team Player
- ✓ Community Outreach
- ✓ Agile Software Development (i.e. Kanban)
- ✓ Python Frameworks (i.e. Django, Flask)
- ✓ Continuous Integration (i.e. Jenkins)
- ✓ Linux Tools
- ✓ Configuration Management (i.e. Ansible, Salt)
- ✓ Container Technologies (i.e. LXC)
- ✓ Cloud (i.e. OpenStack, Virtualization)
- ✓ Technical Documentation
- ✓ Technical Troubleshooting

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- 2012-2013** ● **University of Texas at San Antonio - Undergraduate Computer Science Researcher**
The research was focused on virtual reality games for rehabilitation. The games are geared towards individuals with mobility impairments and are for the specific use of rehabilitation exercises. I worked with the Microsoft Kinect SDK, Unity, VRPN, and UIVA. Although these are the primary technologies I worked with, I was constantly exposed to other virtual reality technologies.
The research also consisted of running studies which involve a lot of human interaction and data analysis
- 2011-2012** ● **H.E.B. - Software Developer Intern**
I participated in this internship with HEB Corp. for two summers. The work was very involved and the business environment was fast paced. I helped with the logistics, technical support, and the set-up of technology of a bi-annual food show HEB hosts.
- 2009-2013** ● **Education - University of Texas at San Antonio, Bachelor's in Computer Science**
Magna Cum Laude
President's List
Dean's List
Member of The National Society of Leadership and Success
Member of National Society of Collegiate Scholars