Ammaar Murshid
Cloud/DevOps Engineer

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Personal Profile

Cloud/DevOps Engineer specialising in Azure, Terraform, and automation with PowerShell, Python, and GitHub Actions. Experienced in building scalable, resilient infrastructure and optimising CI/CD pipelines across multiple environments. Passionate about solving complex technical challenges and driving DevOps maturity.

Education

City, University of London – BSc Computer Science
Upper Second-Class Honours

Certifications

Microsoft Certified: Azure Administrator Associate *Microsoft Certified: Azure Data Fundamentals*
HashiCorp Certified: Terraform Associate *Microsoft Certified: Azure Fundamental*

Technical Skills

Microsoft Azure	*Docker*	*Java*
Terraform	*Kubernetes*	*JavaScript*
PowerShell	*Windows Server*	*Spring Boot*
Python	*Active Directory*	*Agile*
GitHub Actions	*GPOs*	*Kanban*
CI/CD	*SQL*	

Employment History

CGI

Cloud/DevOps Engineer II *(April 2025 – Present)*

- Key engineer maintaining and improving five production-grade environments with a focus on availability, resilience, and compliance.
- Led Azure cost optimisation initiatives using automation (shutdown schedules, tagging, utilisation tracking).
- Delivered a domain-integrated software deployment framework for internal tooling on Windows VMs.
- Enhanced modular GitHub Actions CI/CD pipelines with deployment safety and policy controls.
- Introduced AI tooling to analyse usage and drive performance and cost improvements.
- Advanced Terraform usage through reusable modules and environment governance.
- Supported Kubernetes deployments and resource tuning for containerised workloads.
- Contributed to Agile delivery and mentored junior engineers across cross-functional teams.
- Continued automation efforts using PowerShell and Python to improve consistency.
- Supported firewall governance and Windows domain operations including GPO testing and provisioning.

Junior Cloud/DevOps Engineer – Technical Graduate *(August 2024 – April 2025)*

- Maintained five concurrent cloud environments supporting a live production system.
- Contributed to a global Azure migration, automating deployments and infrastructure optimisation.
- Built scalable environments and release pipelines using Terraform and GitHub Actions.
- Automated infrastructure tasks with PowerShell and Python to reduce manual work.
- Introduced Kanban-based Agile workflow to streamline sprint planning and collaboration.
- Supported basic Kubernetes deployments and implemented autoscaling strategies.

- Managed firewalls implementing change controls and helped administer Windows domain environments.

Junior Cloud Engineer – IP *(July 2022 – August 2023)*
- Led the on-prem to Azure migration for a global payment solution.
- Built multiple environments using Terraform and delivered a DR solution for a microservices platform.
- Automated server provisioning with PowerShell and containerised a Spring Boot app deployed on Azure with SQL.
- Worked across both Agile and Waterfall methodologies.

Bright Network
Technology Internship *(June 2021 – July 2021)*
- Participated in virtual workshops and hands-on exercises covering core topics such as software engineering, cloud computing, and data analytics.
- Collaborated with peers in solving real-world business case challenges, enhancing teamwork, problem-solving, and presentation skills.

Projects

RepoMerge, GIT Repository Aggregator (Technologies: React, Node.js, MSSQL, Git, GitHub)
- A web application enabling users to aggregate and manage multiple Git repositories.
- Features for searching different repositories, tracking changes, and managing pull requests.
- Developed an intuitive dashboard for monitoring activity across connected repositories and generating reports for user activities.

GARITS MOT Application (Technologies: Java, MySQL)
- Designed and developed a standalone desktop application for a mock client, enabling them to register MOTs and repairs at their garage.
- Developed features for recording both completed and ongoing jobs, as well as generating invoices for completed tasks. Implemented a separate database dedicated to vehicle parts.

Platformer Game (Technologies: Java)
- Crafted a 2D multi-level platformer with in-game progression.
- Implemented essential features for saving and loading game progress.

Parental Web-Protection Application (Technologies: Python)
- Engineered a solution to block potentially inappropriate websites for children.
- Employed local computer networking to enforce targeted traffic restrictions.

Achievements, Interests and Hobbies

Outside of work, I'm passionate about technology and regularly build and optimise PCs, while keeping up with trends in cloud and DevOps tooling. I actively engage with my local community by attending and speaking at career fairs to support young people exploring tech careers. I've competed in national-level chess tournaments, earned a black belt in Shotokan Karate, and stay active through tennis, swimming, and badminton. I also follow developments in cryptocurrency and decentralised finance, with a focus on market behaviour and emerging technologies.

References available upon request