### Mykola Avramuk

#### **Personal information**

Home: Ukraine Location: Spain

Email: <a href="mailto:avramuk89@gmail.com">avramuk89@gmail.com</a>
LinkedIn: <a href="mailto:linkedin.com/in/avramukk">linkedin.com/in/avramukk</a>
Github: <a href="mailto:github.com/avramukk">github.com/avramukk</a>

Blog: avramukk.com

## **Summary**

I am a DevOps Engineer with **7 years** of experience in system administration, development and cloud computing. Strong experience in **streaming domain**.

### Education

National Technical University of Ukraine "Kyiv Polytechnic Institute" **Master's degree**, Intellectual technologies of microsystem radio-electronic equipment Sep 2017 - Sep 2018

National Technical University of Ukraine "Kyiv Polytechnic Institute" **Bachelor's degree**, Telecommunications and radio engineering Sep 2013 - Aug 2017

### **Expertise**

• Cloud: AWS

• Linux: Ubuntu Server, Amazon Linux 2

CI/CD: CodeBuild, CodePipeline
IaC: Terraform. Cloudformation

• Containerization: Docker, Kubernetes

Scripting: Bash, Go, Python

• Configuration: Ansible

• MPEG Video, SRT, RTMP, Zixi, HLS, WebRTC, NDI, FFMPEG

vMix, OBS, LiveU, AWS Elemental Live

### **Experience**

#### Team in UA

## QA Engineer | VVCR Project

Jul 2020 - Present

Responsibility: Full QA process from scratch of cloud-based virtual video control room system (VVCR). Managing SDLC in a team of 4 people. Reduces AWS costs for 20%. Technology: Scrum, Live Video Streaming, Postman, Playwright, AWS, Bash

# QA Engineer / DevOps | Mixa.live Project

Mar 2022 - June 2024

QA: Full QA process of SDLC for the cloud video switcher

DevOps: Fully infra migration to another AWS account with Terraform and maintaining Technology: Live Video Streaming, Linux, Web, SRT, RTMP, Zixi, Terraform, Lambda

# DevOps | SLGFX Project

Oct 2023 - Feb 2024

Responsibility: IaC for serverless service for generating Ad video graphics and insertion into HLS chunks. CI/CD with CodeBuild, CodePipeline. Testing and maintaining project. Technology: CloudFormation, Lambda, ECS, Fargate, Docker, Bash, Python, Ffmpeg, HLS

## **QA Engineer | RIVET Project**

Jul 2020 - Mar 2022

Responsibility:

Full QA process from scratch of Broadcast Tools (Windows, macOS, iOS, Android) and Platform (web) for Remote Streaming via SRT Protocol.

Technology: Test Planning, System Testing, Regression Testing, Live Video Streaming, API Testing, Manual Testing, Test Automation

#### 1+1 MEDIA

## **Video Streaming Engineer | Shift time**

Aug 2018 - Jul 2020

Responsibility: Live video streaming, Installation, and support of devices and applications

for broadcasts

Technology: AWS Elemental Live, LiveU Central, vMix, FFmpeg, RTMP, HLS, UDP

#### Ukraine TV channel

## **Broadcasting Automation Engineer | | Shift time**

Mar 2020 - Jun 2021

Responsibility: Servers Administering for TV channel Video Content Delivery pipeline (50+ servers)

Technology: Windows Server, Linux, MacOS, Avid Technology Products

## IT Support Engineer | Shift time

Feb 2018 - May 2020

Responsibility: Technical Support, Setup and Maintenance of new servers and workstations Technology: Technical Support, Avid Technology Products, Windows, Linux, macOS, Active Directory

Achievements: Initiated and implemented monitoring of client machines via Zabbix, Implemented remote technical support for client machines via VNC

## **Broadcast Specialist | Shift time**

Sep 2016 - Feb 2018

Responsibility: Broadcast quality control, planning of the broadcast grid, quick response to any problems in the final broadcast signal

Technology: Oasys Air System, Avid Technology Products, SDI, Windows Server

#### Volunteer

## **DevOps Engineer | Cyber Regiment**

Sep 2022 – Present

Responsibility: IaC for NEST.JS application with GitlabCI. Pentest and OSINT tasks.

Technology: Nest, Typescript, Bash, Gitlab CI, Kali Linux

# **QA Engineer | Podiya**

Nov 2022 - Sep 2023

I have implemented the testing processes for mobile iOS/Android application for help Ukraine refugees with applying events around the world.

Automating API tests with Postman and GitHub Actions