

Mykola Avramuk

Personal information

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Summary

I am a DevOps Engineer with **8 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
- **Monitoring:** Grafana, Prometheus, CloudWatch
- **Testing:** Postman, Playwright.
- 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

DevOps / QA | Mixa.live Project

Mar 2022 – Present

QA: Full QA process of SDLC for the cloud video switcher. Log analysis and debug.

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. Typical media production engineering tasks - Layer 2 and Layer 3 IP networking and standards, IPv4 addressing, multicast routing, NTP, SNMP, and IGMP/PIM
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: QC of media signals for noise, artifacts, quantization errors, aliasing, audio/video sync, etc.

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