Baylak Mongush

WORK EXPERIENCE

Sberbank - DevOps Engineer

August 2021 - May 2023

- Development and management of CI/CD processes using various tools such as Git, Jenkins, Jira.
- Participation in writing Ansible playbooks and roles for deploying applications such as Nifi, Flink, and for basic configuration of RHEL Linux servers.
- Maintenance and administration of products for data streaming and processing from Kafka based on Apache Flink and Apache NiFi, Clickhouse.
- Writing scripts and tools for automation (Bash, Python) and their documentation for users.
- Working on defects and incidents to resolve technical issues.
- Administration and maintenance of servers in test and production environments.
- Support and development of monitoring systems (Grafana, Zabbix).

Sberbank - DevOps Engineer (internship)

February 2021 - August 2021

- Development and management of CI/CD processes using various tools such as Git, Jenkins, Jira.
- Writing scripts and tools for automation (Bash, Python, Ansible).

Koro.games - Unity Developer

November 2020 - July 2021

- Development of mobile casual games on Unity (C#): writing scripts, programming game mechanics, physics, interaction with UI.
- Development of features and participation in updates of the mobile multiplayer game War of Rafts.

PROJECTS

Projects are available at this link

EDUCATION

2019 - 2022 42 Ecole (Higher Education in Computer Science)

Certificate link

2018 - 2020 Bachelor's degree in Applied Informatics from Siberian Federal University. Completed two courses.

SKILLS

Clouds and containers: Docker, Docker Compose, Kubernetes, DigitalOcean

Configuration and infrastructure management: Ansible

CI/CD: Jenkins, Github Actions

Programming Languages: Python, Bash, SQL, C/C++, C#, Groovy

Monitoring, Logging and Alerting: Grafana, Zabbix

Databases: MySQL, PostgreSQL, Clickhouse

Operating Systems: Linux

Infrastructure: Nginx, Git, Apache Kafka, Apache Flink

Languages: English (B1), Russian (C2)