Clay Buxton

Experience

DevOps Engineer at **greymatter.io** | Remote from Greater Philadelphia Area

Since Jan 2022

- · Member of the Product Operations team working with SREs, Customers, and the Product Development team.
- **Built customized tools for integration of the Grey Matter platform** with customer tools and other CNCF components, to build customer infrastructure in hybrid and/or multi-cloud implementations.
- · **Created resources on customer need** including but not limited to, hardened customized containers, networking configurations, infrastructure architecture, cloud environments, CI pipelines, and development of proof-of-concepts.
- · Communications between internal tooling teams, product development, and customers.
- · Extensive work with Kubernetes, Docker, AWS, Azure, Terraform, Ansible, and more.

DevOps Engineer at **Lockheed Martin** | King of Prussia, PA

May 2020 - Dec 2021

- Internal operations support for a group of ~120 developers. Primary RHEL Admin and DevOps Engineer.
- **Developed and automated CI/CD Pipelines.** Provided builds, hosted repositories, automated testing, static code quality and security analysis in a quick, consistent, and accurate environment on Windows, RHEL and in containers.
- · Architected, implemented, secured, and automated all Linux assets in the environment.
- · Architected Kubernetes and Docker implementations and designed hardened containers based on requirements.
- · Implemented DoD Risk Management Framework for OS hardening and security controls, automated with Ansible.

Software Engineer at **Lockheed Martin** | King of Prussia, PA

May 2018-April 2020

- Engineering work with **Java, C++, GNU Radio on a large, micro-service driven,** command and control application.
- · Administration work with Windows, Linux, Unix environments, networking, and more
- Extensive work on agile teams, working with classified material, and creating automation systems.

Projects

HomeLab | Personal Project

Since 2020

A continuing project in learning more about networking, security, and DevOps. "JuiceCloud" is a home datacenter running a Kubernetes cluster. JuiceCloud serves as a testing environment for new technologies, a private media server, development server, home automation platform, game host, backups, and cloud file access. Services are used by a small, active group of friends and family. JuiceCloud is a production environment with all services using TLS, with SSO and identity management, distributed storage, with load balanced/high availability services. JuiceCloud is segmented from other home traffic using VLANs and firewall rules on enterprise networking equipment.

Rex | Personal Project

Since 2022

Rex is an in-progress web application and API for identifying, cataloging, and presenting ROM dumps of retro games. Rex is a containerized Go application that when given a directory of ROMs, identifies games of supported platforms by reading the binary data and finding the name, pulls information about the game from supported databases, stores the information in MongoDB and presents the data to a user or frontend using a REST API.

Development of Rex can be followed at: https://github.com/clbx/rex

Cosmic | Senior Project

August 2019 – May 2020

Cosmic is a fully simulated 8-bit computer architecture. The entire architecture and instruction set was created from scratch and works in a rich environment. The environment includes a debugger, a full-fledged GUI and an assembler. Cosmic is hard to explain in words, but better in code: https://github.com/clbx/Cosmic

Skills & Abilities

Languages: C++, Go, C#, Bash, Python, Java, Swift, SQL, HTML/CSS, JavaScript, TypeScript.

Platforms: Linux, Git, AWS, Azure, Kubernetes, Docker, Terraform, Ansible, CI/CD, Helm, Infra as Code, GitOps, Pulumi

Education & Certifications

Georgia Institute of Technology | Master of Science | Online

3.7 GPA | May 2023

3.42 GPA

· M.S. Computer Science. Computational Systems Specialization

Elizabethtown College | Bachelor of Science | Elizabethtown, Pa

B.S. Computer Engineering, B.S. Computer Science

Top Secret Level Department of Defense Security Clearance