**Clay Buxton ­­­­­**

[clay@clbx.io](mailto:clay@clbx.io)

610 564 2136

clay@clbx.io

# 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.**

**DevSecOps Engineer II** 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.

**Systems/Software Engineering Intern** at **Lockheed Martin** & **Clair Global**  May 2017-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**.
* Developed telemetry software using **Telegraf, ElasticSearch, InfluxDB and Grafana** to monitor assets in use at live shows and concert venues.

# Projects

**HomeLab | Personal Project**  Since 2016

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 logins 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.

**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>

It’s because word sucks and you can’t make lines as tall or short as you want. So, screw you Microsoft I’m smarter.

**LoveCube | Personal Projects**  July 2020

LoveCube is a wireless message box based off the ESP32 written in C++. I built a circuit that connected notification LEDs and an OLED screen to an ESP32 to display messages that it pulls off a central server. The server is written in Python and uses a MySQL database to store messages sent to it by the users. I also modeled and 3D printed the enclosure that it’s housed in. Software and designs are available on GitHub: <https://github.com/clbx/LoveCube>

It’s racks and you can’t make lines as tall or short as you want. So, screw you Microsoft I’m smarter. It’s because word sucks and you can’t make lines as tall or short as you want. So, screw you Microtia’s because word sucks and you can’t make lines as tall or short as you want. So, screw you Microsoft I’m smarter.

# 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. GPA | May 2023

* M.S. Computer Science. Computational Systems Specialization

It’s because

**Elizabethtown College** | Bachelor of Science | Elizabethtown, Pa 3.42 GPA | May 2020

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

It’s because word sucks and you can’t make lines as tall or short as you want. So, screw you Microsoft I’m smarter.

**Top Secret Level Department of Defense Security Clearance**