

Colby Smith | Curricular Vitae

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Experience

Tombola Ltd
Cloud Services & Infrastructure Engineer

Wylam Wharf Low Street, Sunderland
November 2022- Present

- Improved CI/CD Pipelines within TeamCity for multiple teams and projects, and assisted in implementing a new pipeline system for our main software using Code Deploy and Code Pipeline.
- Designed and implemented a new ‘canary’ testing system for our developers to deploy experimental software changes to production without any risk of interfering with production or disrupting live customers.
- Worked out of hours on-call (24/7), as first-line or when needed for specialised issues, to help keep business operation and functionality to the highest standards.

Graduate Cloud Services & Infrastructure Engineer

November 2021- November 2022

- Maintained the integrity and functionality of live tombola servers while assisting to improve its design by migrating all tombola servers onto a more efficient type, causing fewer overloaded servers, and resulting in an uptime of over 98%.
- Developed skills and knowledge of AWS systems and used that knowledge to improve and update tombola architecture, by moving from CloudFormation to Terraform across all three environments.
- Collaborated with team members and assisted in updating system scripts, as well as assisting in the implementation of automated scripts and services.

Technical Skills

Amazon Web Services
(AWS)

IaC (Terraform &
CloudFormation)

CI/CD (TeamCity, AWS
Code Deploy)

Cloud Networking (VPC's,
CDNs)

Identity & Access
Management (IAM)

Monitoring and Logging
(CloudWatch, Kibana)

Scripting & Automation

Data Management

Cost Optimization

Education

BA(Hons) Computer games Design (2:1)

Teesside University 2018 – 2021

3 x Level 3 BTEC's (distinction-merit)

Whickham sixth from 2016 – 2018

10 x GCSE's (A*-C) & BTEC ICT (distinction)

Whickham comprehensive 2010 – 2016

References

References are available upon request.