

Yulian Kuncheff

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Skills

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| <ul style="list-style-type: none">• Languages<ul style="list-style-type: none">◦ Go, Rust, Dart◦ Ruby, Python, Crystal◦ Elixir, Typescript, Javascript◦ Past or experimental experience in many others• Tools<ul style="list-style-type: none">◦ Terraform, Vault, Consul◦ Kubernetes, Docker◦ GKE/EKS/AKS◦ Helm/Helmsman◦ Ansible◦ Nix | <ul style="list-style-type: none">• Frontend<ul style="list-style-type: none">◦ React, Svelte, HTMX◦ Typescript, Javascript• Observability<ul style="list-style-type: none">◦ Prometheus,◦ OpenTelemetry◦ Grafana, Cortex, Mimir• Other<ul style="list-style-type: none">◦ Backend & Tool Development◦ Game Server Development◦ LLM/AI/ML Experimentation | <ul style="list-style-type: none">• CI/CD<ul style="list-style-type: none">◦ Github Actions◦ ArgoCD◦ Dagger◦ Jenkins◦ Gitlab CI• Clouds<ul style="list-style-type: none">◦ GCP◦ Azure◦ AWS |
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Experience

Staff DevOps Engineer, Unity Technologies (Sept. 2017 - Current, Bellevue WA)

- Lead and Implement effort to create new multi-cloud resource management tooling and web app. Primarily for standardizing creation of GCP Projects, Azure Subscriptions, and AWS Accounts in a manner that follows company and industry best practices and standards. Uses a custom state machine to manage complex creation, update, and deletion of resources in the cloud. Once created, the tool allowed teams to self-service team access, approvals for resource management, and optional automatic integration with additional tools, services, or platforms like logging, metrics, monitoring, network access, and external tools.
- Frontend for resource management tooling built into Backstage with React and other modern web tooling.
- Implement shared workflows and actions for teams to use with Github Actions
- Lead team to deploy, productionize, and maintain ArgoCD for Continuous Delivery solution.
- Design and build a workflow engine to automate monitoring, metrics, and ingress across 100s of GKE Kubernetes clusters while having everything consolidated into a single pane of glass for those that need the information using Grafana, Prometheus, Thanos, Cortex, OpenTelemetry, Envoy, and Vault in concert.
- Lead the effort to create a new Internal Development Platform, focusing initially on a workflow engine to offer our internal users a central and automated way to do many standardized tasks throughout our platform, including metrics, logging, CI/CD, GCP project management, Azure subscription management, AWS Account management and more.
- Lead and managed the migration of Vault and Consul infrastructure from single node in AWS to multi-node HA clusters in GCP with full automation through Terraform, Packer, and Salt masterless.
- Designed and implemented automation strategy to least privileged and audited self-service of Vault Approles and credentials for teams.
- Lead team and help implement a Jenkins Shared Library to simplify the ease of using CI/CD for onboarding teams.
- Designed architecture and led a team for the implementation and adoption of Cloudbees Jenkins with full automation through Terraform, Helm, and custom tooling in Python and Go while running on Kubernetes.
- Started a shared library effort for Jenkins declarative pipeline steps to create an easier migration path for teams from Gitlab CI and define a standard method of doing various CI/CD tasks.
- Helped with the migration of Vault clusters from VMs to GKE for a full kubernetes migration.
- Was part of much larger efforts to migrate entire infrastructure from AWS to GCP and ongoing effort to migrate from Gitlab to Github.

- Involved in new tooling built around Prometheus operator and Vault to allow secure self service for distributed metrics, while still having a single location to view metrics and graphs through Grafana. Authenticated through mTLS.
- Tool development for the team and users of our platform to simplify using the platform. Written in Go and Rust.
- Work with stakeholders across the company to redesign and implement a new internal workflow system to do common tasks around our infrastructure, tools, and processes.

Senior DevOps Engineer, Sony Interactive Entertainment (*Jun. 2015 - Sept. 2017, San Francisco CA*)

- Worked with Lead Architect on redesigning infrastructure during expansion to additional regions in AWS.
- Helped build tooling on top of Terraform to convert our infrastructure into codified templates and towards an Infrastructure as code mentality.
- Built out deployment system using GoCD, Packer, and Terraform to build AMIs and deploy them onto provisioned infrastructure using Terraform.
- Build Okta PAM module in Go to do Okta authorization during SSH authentication.

Senior DevOps & Backend Engineer, Clinkle (*Apr. 2013 - May 2015, San Francisco CA*)

- Working primarily on adding features, improving, and building the backend platform of the product.
- Primary developer on an in-place migration of a Jetty/Java application to initial Spray.io/Akka/Scala implementation.
- Helped grow the DevOps team with migration to Chef, cleaning up automations, and improving automated testing and release. Implemented Zabbix monitoring of our platform and 1-click deploy for all staging and production tiers.
- Reorganized and redesigned Chef installation and rewrote considerable amounts of roles and cookbooks.
- Lead complete infrastructure redesign with outside consultant. Moving entire infrastructure to AWS Oregon from North California and improving buildout and automated horizontal growth.
- Spurred interest and switchover to IntelliJ IDEA as IDE of choice for the team from Eclipse.
- Architected and prototyped new build systems, infrastructure, and backend core. Also helped with design of new notification and asynchronous communication between frontend and backend.

Electronic Arts (*Redwood Shores CA*)

Software Engineer II (*Jul. 2012 - Apr. 2013*)

- Helped peers with learning new technologies and security approaches, helped design TOTP implementation following RFC and to be compatible with Google Authenticator. Researched, designed, and implemented Hazelcast distributed data structures into many of our products that use In-Memory stores and helped integrate with Amazon Game Connect.
- Using Grails and Groovy to write front-end facing orchestrated APIs and pages to facilitate easier and more correct flows for integrators and using SSO and OAuth for api restrictions.
- Designing avatar upload system and flow to utilize HTML5 Canvas, and the JS File API to allow for lower processing and bandwidth load on servers.
- Worked on the EA Digital Platform that handles all Users, Commerce, and Entitlement transactions for all EA online services including Origin, games, websites, portals, and in-game currencies.
- Worked with internal and external integrators to provide them the services and apis needed to allow them to use our system to its fullest from their games and web services.

Software Engineer Intern (*May 2011 - Aug. 2011*)

- Worked on the Nucleus Platform and implemented a Brute Force attack monitoring, detection, and lockout system for the User login and registration implementations that reduced load on the servers immediately.

Quality Assurance (*Jun. 2007 - Aug. 2007*)

- Play tested Rockband to catch bugs, user experience problems, and missing functionality.