



Dakota Martin

DevOps Engineer III

 Lehi, UT

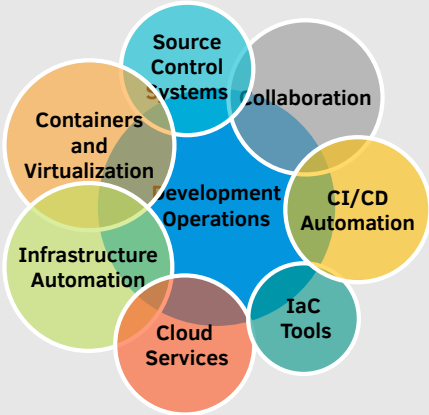
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 dakota-m

Skills Overview



Programming

0 LOC5000 LOC

Github Actions • Jenkins • Buddy

Terraform • AWS • Ansible

Bash • Python • Go

C • C++ • Embedded

Profile

Results-driven DevOps Engineer with a strong foundation in embedded systems and a passion for automation, scalability, and reliability. Experienced in bridging the gap between software development and cloud infrastructure, ensuring seamless integration of applications and hardware. Skilled in CI/CD pipelines (Jenkins, GitHub Actions), containerization (Docker, AWS ECS), infrastructure as code (Terraform, Ansible), and AWS cloud services.

Engineering innovation award recipient

Experience

- Apr 2024 - Feb 2025

DevOps Engineer III

Purple - Lehi, UT

 - Architected and optimized multi-account AWS environments with AWS Organizations, Control Tower, and SCPs, improving governance and security.
 - Configuration management using Puppet and Ansible
 - Designed high-availability, fault-tolerant architectures using AWS Auto Scaling, ALB, RDS Multi-AZ, and Route 53 failover.
 - Collaboration with developers, IT, and stake holders.
 - Developed observability and monitoring strategies with AWS CloudWatch, Prometheus, and Grafana, enabling proactive incident response.
 - Built cost-optimization frameworks, leveraging AWS Savings Plans, Spot Instances, and Compute Optimizer to cut cloud expenses by 30%.
 - Production server provisioning using MAAS tools.
- Jun 2021 - Apr 2024

DevOps Engineer

Purple - Lehi, UT

 - Designed and implemented CI/CD pipelines using GitHub Actions, reducing deployment time by 25% and improving developer productivity
 - Automated infrastructure provisioning with Terraform, ensuring consistency and reducing manual setup effort
 - Ansible roles for AWS Infrastructure creation
 - Deployed serverless applications using AWS Lambda and API Gateway, reducing infrastructure maintenance overhead
 - Wrote Infrastructure-as-Code (IaC) templates to provision AWS resources in a consistent, repeatable manner
- May 2017 - Jun 2021

Software Design Engineer

John Deere - Fargo, ND

 - Design and develop embedded applications on RTOS systems in an Agile/Scrum environment
 - Design and develop automated unit tests in parallel with production software development
 - Field customer calls/meetings to provide engineering expertise concerning software updates and features
 - Provide engineering expertise of production and engineering released products
 - Design and Develop Python automated functional tests for home-grown testing environment
 - Developed and integrated a C# tool to program multiple units at a time to decrease cost and increase efficiency

Education

2017

Electrical Engineering (B.S.E.E)

North Dakota State University, Fargo, ND