

# DAVID MORENO-GARCIA

DevOps Engineer

+34 660 47 09 67



contact@davidmogar.com



Geneva area



davidmogar.com



## PROFILE

DevOps Engineer focused on Linux and Unix-based systems. Flexible professional with experience in configuration management, monitoring and automation. Skilled Kubernetes professional.

## EDUCATION

### Master's degree in Web Engineering

University of Oviedo, 2016

### Bachelor of Software Engineering

University of Oviedo, 2014

## TECHNICAL SKILLS

Configuration management using Puppet and Ansible.

Experience building highly available applications.

Continuous support of highly scalable infrastructures.

Scripting and programming languages.

Ability to grasp technical concepts quickly.

End-user support for 24/7 large-scale production services.

## EXPERIENCE

### DevOps Engineer

CERN / Project Associate from Jan 2016 and Fellow since Jun 2018

- Designed and implemented a Kubernetes based-solution as an alternative to CERN's Puppet infrastructure, focusing in the security of the service and in collaboration with the team responsible of the Kubernetes service.
- Implemented monitorization solutions using CERN's monitoring services, like Grafana, Elasticsearch, Prometheus and Fluentd.
- Planned and performed a transparent migration of production traffic to the Kubernetes solution.
- Contributed to Puppet infrastructure key components, with changes backed up by Puppet's main developers and community members.
- Deployed a parallel Puppet infrastructure to manage the configuration on nodes created on external commercial clouds.
- Established a Continuous Integration life-cycle flow for modules and hostgroups across the Puppet infrastructure using GitLab CI.
- Improved and expanded end-user and internal documentation.
- Trained new employees on Configuration Management aspects.

### Information Technology Teacher

@deka formation centre / Oct 2013 - 2014

Taught individualised focus groups:

- Programming languages (Java and JavaScript).
- Concepts of code compiling and debugging.
- Game development with Java frameworks.

### R+D+I Researcher and Software developer

B2B2000 / Feb 2013 - Jan 2014

- Developed a distributed platform to generate statistics on TV usage based on Twitter data.
- Designed and implemented a Spring application to serve as a centralised dashboard for the platform.
- Developed a network of decentralised data mining workers.

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## LANGUAGES

Spanish (native)

English (fluent)

French (basic)

## INTERESTS

Squash

Mentoring

Cycling

Board games

## System Administrator Intern

University of Oviedo / Sep 2010 - Jan 2013

- Deployed, administered and maintained the School of Computer Science servers.
- Migrated the VMWare-based virtualization infrastructure to XenServer.
- Virtualised legacy services running on physical machines.
- Managed the School of Computer Science's network.
- Managed the distribution of software across the different laboratories.
- Deployed a help-desk ticketing system to offer support to staff and students.
- Deployed a new intranet for undergraduate students.

## ACCOMPLISHMENTS

### Honours & Awards

- Top of the class at University of Oviedo (2014 - 2017) with fourteen academic distinctions.

### Publications

- Future Approach to tier-0 extension (Nov 2017, Computing in High Energy and Nuclear Physics).
- CERN Computing in Commercial Clouds (Oct 2016, Computing in High Energy and Nuclear Physics).

### Main presentations

- Puppet Server & Containers: A multi-tenancy deployment (Oct 2019, Puppetize PDX, Portland).
- Taking the reins of your data with Hiera 5 (Sep 2018, CERN).
- The Hows and Whats of Service Monitoring at CERN (Oct 2018, Puppetize Live, Amsterdam).