Dhruv Mistry

DevOps Engineer

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📍 Vadodara, Gujarat

🔗 Website

in LinkedIn

○ Github

🪪 PROFILE

I am Dhruv Mistry, a BE graduate in Computer Science and AWS Engineer. I specialize in server management, Linux, Docker, AWS, and Bash scripting, with a focus on automation and optimizing workflows. I actively contribute to open-source projects and stay updated with the latest tech advancements.

🎓 EDUCATION

B.E Computer Science and Engineering
Gujarat Technological University
2020 – 2024 | Ahmedabad, India

H.S.C
Podar World School, Sherki
2017 – 2019 | Vadodara, India

S.S.C
Podar World School, Sherki
2017 | Vadodara, India

🧠 SKILLS

- Linux
- Docker
- AWS
- Python
- Bash
- Git

💼 PROFESSIONAL EXPERIENCE

Oneknotone Technologies LLP
AWS Engineer
05/2024 – present | Vadodara, India

- Specialize in creating, managing, and optimizing cloud resources for **Unreal Engine**.
- Expertise in setting up virtual machines, configuring storage, and fine-tuning networking to meet Unreal Engine's specific demands.
- Focus on enhancing performance, streamlining workflows, and ensuring cost efficiency.

📁 PROJECTS

Mylinux ↗
- **MyLinux** is an ongoing project that uses **Bash scripting**.
- Automates and optimizes Linux system management and administrative tasks.

Mybash ↗
- **Mybash** is an ongoing project that uses **Bash scripting**.
- A fork of **ChrisTitusTech's mybash**, with custom code contributions.

Doom-Terminal ↗
- **Doom Terminal** is a Docker image that allows you to play the iconic **Doom** game directly within your terminal using a Docker container.
- Designed to provide a fun and easy way to enjoy Doom on any system with Docker support.

✏️ DECLARATION

I hereby declare that I am a fresher DevOps Engineer with a strong foundation in cloud technologies, automation tools, and CI/CD pipelines. I am eager to apply my skills in Linux, Docker, AWS, and Kubernetes, while continuously learning and contributing to team success.