Alper Polat - Resume

Top Skills

Continuous Integration / Delivery (CI/CD)

"Getting our products starting from developer nodes, through CI/CD, all the way to being released in mobile stores."

- CI/CD pipelining to automate building, testing and deployment to ship high quality products. Quickly, automatically, and reproducibly

- Building docker images used in pipelines and automations

- Tooling and scripting for any required automation. Build utility tooling, slack alerts, node clean ups, automated uploads

- Documentation, troubleshooting, and maintenance of pipelines

Technologies used: GitLab CI/CD, Jenkins, Firebase, Fastlane, App Store & Google Play publishing, Python, Go

Infrastructure as Code (IaC) / Configuration Management

"Making sure we have reproducible, easily maintainable infrastructure. Cattle, not pets."

- Maintaining 40+ nodes runner fleet on premises. Heavily *nix based (macOS & Linux), with some Windows mixed in.

- Implementing and maintaining cloud infrastructure (including serverless) used in game servers & backend. Mainly on Google Cloud Platform (GCP), and Amazon Web Services (AWS).

- Actively reducing cloud costs, recently reduced our cloud spending in some internal projects by 25%.

- Implementing and maintaining Google Kubernetes Engine (GKE) cluster where some internal services are hosted.

- Documentation, troubleshooting, onboarding.

Technologies used: Terraform, Ansible, Packer, Vault, Bash, GKE, GCP, AWS, Kubernetes (K8s), Flux

Infrastructure and application monitoring

"Providing the necessary 'single pane of glass view' of our infrastructure and application health"

- Architecting, implementing and maintaining a multi-site modern monitoring stack for internal monitoring and products.

- Used PromQL with Prometheus, Thanos, and Grafana to create dashboards

- Documentation, troubleshooting, onboarding.

Technologies used: Prometheus, Thanos, Grafana

Professional Experience

DevOps Engineer. 2022 - Present (Critical Force)

- Implemented infrastructure as code with Terraform and Packer for developing and maintaining cloud infrastructure on GCP.

- Used Kubernetes (k8s) and Flux for automated GitOps style deployment of on-prem apps to the cloud.

- Oversaw CI/CD and monitoring vision of all company products as the head maintainer of GitLab CI/CD and in-house Prometheus stack.

- Developed REST APIs with Python for cataloging internal systems.

- Developed in-house development tooling with Python and Go for improving workflows.

- Maintained production runner fleet of 40+ nodes, heavily Linux and macOS, with some Windows.

- Automated build distribution with Fastlane, Firebase and Python.

- Provided docker images for Unity build pipelines run by GitLab CI/CD runners.

- Guided and onboarded other developers with solid documentation/ad-hoc support.

- Assisted in pipeline troubleshooting for both GitLab and Jenkins.

- Designed and implemented a modern monitoring stack used in multi-site & cloud (GCP, AWS).

- Demonstrated strong problem solving and proactive communication skills.

- Reduced cloud spending and build times to increase efficiency and profitability.

Player Support Specialist / Player Support Manager. 2020 - 2022 (Critical Force Oy)

- First role at Critical Force, transitioned to manager before moving to DevOps.

- Technical support for players.

- Workflow automation.

- LiveOps communication through product, and social media.

- Triaging high priority issues with developers.

Certifications

- Cisco Certified Network Associate (CCNA) – Routing & Switching (2022)

Education

- Self-completed course: Advanced Programming, 2022. Open University of Helsinki, Finland.

- Master's Degree in Learning & Educational Technology, 2020, University of Oulu, Finland.
- Bachelor's Degree in English Language Teaching, 2018. Hacettepe University, Turkey.