Mat Marini

☐ +1 (438) 828-9705☑ mat@marini.ca♀ Montréal, QC

Skills

- Linux (Debian/Ubuntu, RedHat, NixOS, Alpine), FreeBSD, Solaris
- Shell scripting (Bash, tcsh), Python, Go
- OpenStack, AWS, GCP, Azure, Docker, Kubernetes, QEMU/KVM/Libvirt
- Terraform/OpenTofu, Helm, Packer, Ansible, Puppet
- GitLab CI, Bitbucket Pipelines, Jenkins, ArgoCD
- Nginx, Apache, HAProxy, MySQL, PostgreSQL, MongoDB, RabbitMQ
- Prometheus, Grafana, ELK Stack
- Vault/Consul, Ceph, ZFS
- Networking, VPNs (strongSwan, Wireguard, OpenVPN), DNS (BIND9, PowerDNS)

Experience

Vyoo, Montréal, QC (February 2023 - June 2024)

Lead SysAdmin / DevOps

- Designed and built all of the company's on-premises and cloud infrastructure from scratch, including:
 - Production backend running on Azure.
 - Baremetal Kubernetes clusters for development.
 - Automated provisioning of hypervisors and virtual machines with GPU passthrough for machine-learning.
 - Monitoring, logging, storage, secrets management, VPN tunnels, and more.
- Interviewed and mentored junior team members.
- Coordinated efforts to debug issues that required multiple teams to fix.
- Helped developers with issues related to Linux, Docker, API design, and security best practices.

Eidos / Square Enix / Studio Onoma, Montréal, QC (2021 - 2022)

Senior DevOps Specialist

- Managed infrastructure on Google Kubernetes Engine (GKE) for large-scale mobile gaming projects, ensuring smooth and efficient operations in high-traffic environments.
- Refactored existing infrastructure codebases to improve infrastructure management by developers, enabling smoother collaboration between development and operations teams.
- Served as a key member of the architecture team, contributing to strategic discussions and implementation of best practices across different Square Enix teams, driving improved system architecture standards.
- Played a pivotal role in dismantling and realigning infrastructure in preparation for Embracer Group's acquisition.

Ubisoft, Montréal, QC (2017 - 2020)

Cloud Administrator / Developer

- Managed multiple OpenStack environments, ensuring uptime and reliability for various game development projects, and designed CI/CD pipelines for building custom images across OpenStack and baremetal environments.
- Led the development of automated tools to test hypervisors using the Redfish API.
- Contributed to the development of a centralized AuthN/AuthZ system, enhancing the security and scalability of Ubisoft's internal microservices ecosystem.
- Designed and implemented an automated SDK generation system for multiple projects.
- Designed and automated infrastructure creation for Kubernetes projects running on OpenStack.
- Improved a blue-green deployment system for Docker Swarm using consultemplate.
- Trained support teams on OpenStack and Docker.
- Participated in on-call rotations.

Win2ix Systems / Harris Computer, Ottawa, ON (2014 - 2017)

Linux Systems Administrator

- Maintained servers for several large public and private sector clients.
- Provided direct technical support to clients and worked closely with internal teams to resolve issues quickly.
- Planned and executed migrations from colocation data centres to AWS and CenturyLink Cloud, ensuring smooth transitions with minimal downtime.
- Implemented automated testing of Ansible and Puppet code.
- Designed and implemented an automated deployment system for a legacy PHP application for which existing tools were not suitable.

Key Leadership Experience

- Mentored teams of system administrators across multiple roles.
- Led infrastructure projects from planning through execution, ensuring that all systems met performance, scalability, and security requirements.
- Actively participated in hiring processes, interviewing candidates, and onboarding new hires with tailored training programs.

Education & Certifications

- Red Hat Certified System Administrator (RHCSA) (2016)
- Algonquin College, Ottawa, ON Computer Programming (2011 2013)
- Sault College, Sault Ste. Marie, ON Business (2007 2009)