

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)

Experience

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

Lead SysAdmin / DevOps

- Designed and built all of the company's on-prem and cloud infrastructure from scratch, including:
 - Production environment running on Azure.
 - Baremetal Kubernetes clusters for QA and 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.
- General office IT tasks such as provisioning employee laptops and network troubleshooting.

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

Senior DevOps Specialist

- Built and maintained infrastructure on GKE for mobile games.
- Refactored existing infrastructure codebases so developers could manage them directly.
- Worked on an architecture team coordinating best-practices across different Square Enix teams.
- Dismantled and untangled infrastructure in preparation for Embracer Group's acquisition.

Ubisoft, Montréal, QC (2017 - 2020)

Cloud Administrator / Cloud Developer

- Worked on a team maintaining several large OpenStack clouds.
- Developed tools and CI/CD pipelines to build official Ubisoft images for OpenStack, baremetal, and Docker.
- Designed and wrote a tool to automate testing of compute nodes on different hardware using the Redfish API.
- Contributed to the development of various in-house tools such as AuthN/AuthZ and SDK generation.
- Contributed to the architecture of Ubisoft's baremetal-as-a-service platform.
- Automated infrastructure creation for Kubernetes projects running on OpenStack.
- Improved a blue-green deployment system for Docker Swarm using consul-template.
- Trained support teams on OpenStack and Docker.

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.
- Planned and executed migrations from colocation data centres to AWS and CenturyLink Cloud.
- Implemented automated testing of Ansible and Puppet code.
- Wrote a deployment system for a legacy PHP application for which existing tools were not suitable.