JAN GELIN

Principal Engineer | Infrastructure Architect

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SUMMARY

Seasoned Principal Engineer with 15+ years of experience architecting and operating scalable, fault-tolerant systems across top-tier tech companies including Yahoo, Pinterest, and Live Nation. Expert in infrastructure engineering, container orchestration (Kubernetes at scale), CI/CD pipelines, and SRE practices. Proven ability to lead complex system migrations, design cloud-native platforms, and build high-availability environments. Strong track record of improving system observability, deployment workflows, and cross-functional team productivity.

CORE TECHNICAL SKILLS

- Cloud & Infra: Kubernetes, Docker, AWS, Equinix, Spinnaker, ArgoCD, JFrog Artifactory
- Monitoring & Metrics: Prometheus, Grafana, custom telemetry at scale
- Languages: C/C++, Java, Python, Bash
- Data & Analytics: Hadoop, Presto, Parquet, machine learning pipelines
- Tooling & Automation: Jenkins, CI/CD, configuration management, alerting systems
- Systems Design: Low-latency infrastructure, distributed systems, 24/7 uptime services

EXPERIENCE

Principal Engineer – Together Labs (IMVU) (2021 – 2024)

- Spearheaded migration from legacy infrastructure to Docker and Kubernetes, deploying hundreds of services to production.
- Designed and implemented company-wide observability stack using Prometheus and Grafana.
- Integrated JFrog Artifactory for secure, scalable artifact management.
- Led migration to ArgoCD for GitOps-driven deployments.
- Owned infrastructure and site reliability engineering (SRE) practices, including on-call escalations.

Principal Engineer – Live Nation (Ticketmaster) (2018 – 2021)

- Led modernization of core ticketing monolith to Kubernetes on-prem.
- Introduced Spinnaker-based CI/CD pipelines to streamline deployment workflows.
- Re-architected reporting platform to improve performance and maintainability.
- Integrated Prometheus into AWS-based observability stack for cross-team visibility.

Tech Lead / Infrastructure Architect – Pinterest (2016 – 2018)
- Designed hybrid image training pipeline using NVIDIA hardware across AWS and Equinix.
- Built P2P network linking OCP systems in SF with cloud environments.
- Led internal C++ Guild and conducted performance deep dives for Java and native services on AWS.
- Evaluated Presto and Parquet pipelines; optimized Jenkins CI scale-out.

Director of Architecture & Operations – Rubicon Project (now Magnite) (2010 – 2016)
- Designed global real-time bidding infrastructure across US, EU, and Asia.
- Led global SRE team managing 2000+ bare-metal servers.
- Automated infrastructure provisioning, alerting, and monitoring.
- Developed low-latency, secure third-party bidder interface.
- Led IPO-critical engineering initiatives in 2014.

Senior Developer – Yahoo (2003 – 2010)
- Developed and modernized core ad-serving infrastructure (C-based rewrite from mod_perl).
- Contributed to machine learning platform (SVM-based contextual analytics).
- Integrated large-scale data processing pipelines using Hadoop.

Director, Global Indexing Operations – AltaVista (1999 – 2003)
- Launched first localized search in Europe; patented ranking innovations based on eigenrank.
- Customized Mercator crawler for global use; integrated images into search results.

EDUCATION
- University of Sundsvall, Sweden – Studies in Computer Science (1985–1987)
- University of Uppsala, Sweden – Courses in C/C++, Pascal (1997–1998)
- Fyris Skolan, Sweden – Bachelor's in Engineering (1979–1983)