[Alexei Fedotov](#)

DevOps Engineer with a passion for open source and AI (Munich, remote), **alexei.fedotov@gmail.com**, +49 174 4969771, **[Github](#)**, **[Linkedin](#)**.

Current Employment

Infrastructure and DevOps Engineer at **Intel Corporation**, responsible for setting up CI infrastructure for **[Triton](#)** fork with **conda**, **PyTorch**, **[MLIR](#)** extensions, **Modin**, and others.

Maintained **bash**, **python** scripts, **cmake**-files, and GitHub actions. Set up **k8s** for sharing Intel and NVIDIA GPU resources. Made pipelines run securely and reliably on CPUs, GPUs, and functional simulators for experimental architectures. Set up pipelines and dashboards for regular performance measurements. Helped developers to overcome Linux and hardware challenges.

Previous Experience (25+ years)

Managed a QA team (12 engineers). Contributed to the design and development of a functional simulator for ARM-compatible hardware at **Soft Machines**.

Maintained **[design docs](#)**, had 8 patent applications. Developed complex software such as Java byte code verifier. Managed reliability and performance releases in a virtual team of 50+ engineers. Built an efficient SQE team (10 engineers). And **[more](#)** at **Intel Corporation**.

Created Debian and RedHat-based Linux distributions. Patched and built 5000+ packages, disks, and docs. Managed open-source software business.

Built Java Device Testing Suite releases at **Sun Microsystems** (+ Elbrus MCST).

Delivered CMMi certification courses on quality management, and number theory.
Supervised **4** Google Summer of Code projects, **10** student theses. Published **8** papers.

Education

Completed machine learning, finance and management trainings at Intel

Got a master degree with **[honors](#)** in Mathematics, Applied Mathematics from Moscow State University