

MORGAN SZIRAKI

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I am an experienced SRE, Technical Team Lead, and cloud-based solution developer within the SmartHome IoT technology space, telecoms, and gaming industries.

PROFESSIONAL EXPERIENCE

Key Roles

- **2024 - Present:** Zilch Technology – Senior Platform Engineer
Responsible for ensuring AWS services are optimized and running.
- **2023 - 2024:** DevOps Engineer
Focused on automation of game asset delivery, package distribution, and build tooling.
- **2019 - 2022:** Tech Lead for SRE/DevOps, IoT Cloud Engineering Team
Provided technical direction and SME support for Hive platforms deployed in production and staging.
- **2018 - 2019:** SRE and DevOps Engineer
Developed systems to monitor platform performance, ensure uptime, automate rollouts, and monitor costs.
- **2017 - 2018:** Platform Software Developer
Designed and implemented components for various service platforms.
- **2015 - 2017:** Deployment Engineer
Developed components for a Ruby-based configuration and orchestration system.
- **2000 - 2015:** Senior Consultant
Specialized in telephony switch provisioning, mediation systems, and interconnect billing.
- **1995 - 2000:** Web Developer
Focused on integrating legacy systems with websites to create dynamic,

online applications.

TECHNICAL SKILLS

- DevOps / SRE Technical Team Lead
 - Kubernetes, GitOps, K3s, Docker, Docker-Compose, Portainer
 - Linux, *nix Administration, networking since 1996, Kali and security tools
 - Ruby, Kotlin, Java, Python, Perl, C, Shell, Expect
 - SQL, NoSQL, MySQL, Postgres, ElasticSearch, DynamoDB, Redis
 - Jira, PagerDuty, Docker, Vagrant
 - AWS: VPC, EC2, Autoscaling Groups, Subnets, API Gateway, Cloud-Watch
 - Agile, Scrum, Kanban
 - Kafka, RabbitMQ, MQTT
 - Monitoring: Wavefront, CloudWatch, Grafana, Kibana
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WORK HISTORY

Zilch Technology, London UK

Senior Platform Engineer

- Maintain AWS infrastructure via Terraform
- managed services via Kubernetes
- last line of support to ensure critical financial services are always up and running

Supermassive Games, Guildford, UK (03.2023 – 04.2024)

DevOps, LiveOps

- Transitioned traditional AAA game development to cloud-based LiveOps.
- Designed and implemented CDN mirroring on Fastly's Edge to enhance performance and reduce costs.

- Created infrastructure for containerized game servers using K8s and Thudernetes.
 - Automated asset mirroring, package distribution, and other processes.
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Centrica Hive, London, UK (07.2015 – 05.2022)

SRE Technical Lead, DevOps

- Developed Ruby-based deployment and orchestration systems for AWS.
 - Implemented Kafka messaging architecture.
 - Built cost-monitoring tools and enhanced platform security.
 - Created Docker images for integration testing.
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Cartesian, London, UK (05.2000 – 06.2015)

Senior Consultant

Highlights:

- Automated infrastructure provisioning with AWS and custom Ruby/Python scripts.
- Designed modular OO Perl frameworks for billing assurance.
- Delivered mediation system migrations and training across various clients.

Client Engagements:

- **The Cloud:** Developed internal, virtualized infrastructure using Chef and Ruby.
 - **SKY (UK/Ireland):** Automated call generation using BluGem and Perl.
 - **Virgin Media, ntl, Telewest:** Developed telephony switch data extraction software using Perl::Expect.
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EDUCATION

University of California San Diego

1984–1990

Degree: Microbiology & Biochemistry (Emphasis on bioinformatics)

Minor: Music

INTERESTS

- Rugby enthusiast and former Southwark Tigers RFC coach.
 - Passionate about open-source software and SmartHome integration projects.
 - Enthusiastic cook and reader of books such as *Catch-22*, *Snowcrash*, and *Cryptonomicon*.
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REFERENCES

Available upon request.