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.

My roles have included:

- *1995 - 2000* : *Web Developer* - I specialised in integrating legacy systems with web sites creating dynamic, online applications.
- *2000 - 2015 : Senior Consultant* - I was a Subject Matter Expert in telephony switch provisioning, mediation systems and interconnect billing
- *2015 - 2017 : Deployment Engineer* - I designed and wrote components of a Ruby based configuration and orchestration system
- *2017 - 2018 : Platform Software Developer* where I designed and wrote components of various service platforms, both monolithic and micro service oriented
- *2018 - 2019 : SRE and DevOps Engineer* where I developed systems and processes to monitor platform performance, ensure uptime, automate rollout of security patches and monitor costs

- 2019 - 2022 : *Tech lead* for *SRE/DevOps*, *IoT Cloud Engineering Team*, *Device Integration Team* providing technical direction and SME for the Hive platforms deployed in both production and staging. Due to my extensive knowledge of the platform, applications, and deployment system I was able to liaise with platform teams and my DevOps team to promote operational excellence

- 2023 - 2024 : *DevOps Engineer* : Automation of game asset delivery, package distribution and build tooling. LiveOps cloud architecture, version management, containerised game server design, game management application and real time metrics monitoring, alerting and messaging

Ruby is my preferred language although I am competent in several programming languages, such as Java, Perl, C, sh, Expect and Python. I always exhibit a very thorough approach to work with a great attention to detail, testing, peer review and documentation. I develop on Macs and Linux machines and have been using linux since 1996.

I am experienced in the Agile SDLC where an iterative approach to development, testing and requirements gathering results in many small changes rather than monolithic changes that are difficult to debug and analyse when issues occur.

I have experience leading teams within a matrix management environment and I work well within and leading Agile teams. I have strong technical skills that augment my design ability which leads to practical and deliverable solutions. In 1995 I created the first online university course catalogue at UCLA leading to an invitation from Pete Wilson, the governor of California, to provide subject matter expertise and assistance in setting up the foundations of the California Virtual University. I have made contributions to the java language (NFSFile) and have worked in web and software development since 1994, as well as diverse technological disciplines such as streaming media, IoT, and LiveOps mobile game development.

I regularly write publicly available, open source software which is available on GitHub here: http://git.morganism.dev/ The README.md will indicate fitness for purpose.

TECHNICAL SKILLS

- DevOps / SRE Technical Team Lead,
- Kubernetes, GitOps, K3s, Docker, Docker-Compose, Portainer
- Linux, *nix Administration, networking since 1996, Kali and sec tools, ssl, shell, awk, sed, diff, patch, etc
- Ruby, Kotlin, java, python, perl, C*, Shell, expect, s-lang, tcl, varnish
- SQL, Nosql, MySql, Postgres, ElasticSearch, Aurora, DynamoDB Oracle, Redis
- Jira, PagerDuty
- Docker, Vagrant

- AWS : VPC, EC2, AutoscalingGroups, Subnets, APIGateway, CloudWatch Cognito, EBS, Route53, SNS, SQS, S3, CloudFormation, CostExplorer, IoT *, etc (much more)
- GCP, VMWare cloud clusters
- TeamCity, CI/CD, CodePipeline, CodeDeploy, Jenkins, CDN
- Agile, Scrum, Kanban
- Agile SDLC
- Kafka, rabbit, MQTT
- Wavefront, CloudWatch, Grafana, Kibana, Dashing

WORK HISTORY

03. 2023 – 04.2024

SUPERMASSIVE GAMES – GUILDFORD, UK
DevOps, LiveOps

- Transformation of traditional AAA game development to cloud based, mobile, LiveOps implementations
- Design, implement, and integrate CDN to mirror our source on Fastly's Edge; reduce costs, improve performance and pre-emptively protect our source from DDOS on launch day
- Design cloud infrastructure for containerised, back-end game servers as K8s pods, Thundernetes to enable highly available, distributed, performant match-making, play and asset delivery.
- Automation of: asset mirroring to CDN Edge; installable Android/iOS package distribution to MSAppCentre, PlayStore, AppStore, etc;

06. 2022 – 03. 2023   **Career Break (Travel)**

07. 2015 – 05. 2022

CENTRICA HIVE – LONDON, UK
SRE Technical Lead, DevOps

Deployment Engineer
- designed, created and much of our ruby based AWS deployment, config and orchestration system

Platform Engineer
- helped develop new messaging architecture using Kafka to replace existing MQTT based solution

SRE / DevOps Engineer
- cost control monitoring, spot instance selection orchestration code in Ruby
- wrote original Alerting API in Ruby for Wavefront
- SecOps - implemented various monitoring systems and hardening of platform, Security Group audits and

	▪ Create and maintain Docker images for offline integration testing
05. 2000 – 06. 2015	**CARTESIAN – LONDON, UK**
	Senior Consultant

Highlights:

- ▪ Amazon AWS infrastructure provisioning using Cloudformation, Puppet, Hiera, Foreman and custom Ruby and Python scripts. Test driven development using Rspec, beaker and Docker.
- ▪ Designed and created a modular OO perl framework that aggregates event data in order to provide billing assurance between multiple points in the billing chain.
- ▪ Designed and created binary Event Data Record readers and writers in java and perl for test event generation and event search functionality; formats: ASN.1, Nokia DX200, Nortel AMA, Marconi SystemX and Ericsson AXE.
- ▪ Development of daemon controlled interconnect mediation tool for Telewest/Virgin Media written in perl.
- ▪ Team lead and SME at IBM providing staff training and design of a mediation system replacement for O2.
- ▪ Initial design and creation of products in Cartesian's Ascertain suite of software.

Client Engagements:

- ▪ The Cloud
  - ▪ Development of internal, virtualised infrastructure using Chef and Ruby.
- ▪ SKY (UK/Ireland)
  - ▪ Automated call generation using BluGem and perl.
  - ▪ Oracle DBA supporting mediation and billing team.
  - ▪ Creation of ASN.1 test file generator written in java
- ▪ Unity Media (Germany)
  - ▪ Mediation Zone developer, design and create partial call aggregation functionality.
- ▪ Vodafone (Ireland)
  - ▪ Onsite mediation SME leading and training local team during live platform migration of Comptel's EventLink system.
- ▪ BASE Telecom (Belgium)
  - ▪ CRM migration involving reverse engineering the previous suppliers Informix database and reprovisioning the new system..
- ▪ TDC (Denmark)
  - ▪ Design and creation of an event matching system to provide billing assurance.
- ▪ IBM
  - ▪ Team lead, design and specification of mediation system replacement for O2.
- ▪ ONO (Spain)
  - ▪ Design and creation of java EDR readers for Cartesian's Event Search.
  - ▪
- ▪ Cable & Wireless
  - ▪ Automation of test call generation using BluGem.
- ▪ Virgin Media, ntl, Telewest

- Design and creation of provisioning scripts for Comptel's InstantLink system written in Slang and expect.
- Onsite SME in mediation and provisioning during the merger of the ex-ntl and ex-Telewest estates.
- Development of telephony switch data extraction software using expect and and Perl::Expect.

01. 1999 – 10. 1999	**FASTV – LOS ANGELES, CA**
	Developer

- Worked with a small team at this startup to create a searchable video site in the pre-YouTube era.
- Created "culling" tools to allow a larger team to crop video segments using a web application.
- Created tool to extract EIA-608/line 21 aka "closed caption" text to provide a search context for video segments

05.1998 – 11. 1998	**EVIT CARETNI - LOS ANGELES, CA**
	Web Developer

- Developed dynamic client websites for companies such as Weider and Disney
- Development of PostActive, a client usable content management system.

11.1995 – 05.1998	**UCLA – LOS ANGELES, CA**
	Programmer analyst

- As first in-house web developer I designed and coded a data driven, dynamic site to provide online course registration.
- Legacy and main-frame integration with intranet providing access to UCLA's financial databases.
- Created an online task tracking system; multiple deployments
- Worked with Campus Human Resources to integrate Resumix, a résumé processing system, with the campus website.

EDUCATION

1984 – 1990	**UNIVERSITY OF CALIFORNIA SAN DIEGO**
	Microbiology & Biochemistry

- Emphasis on bioinformatics
- Courses in Assembly, Fortran and UCSD Pascal
- Minor in music

INTERESTS

I am a father and a husband; as a family we love to travel. I have been a coach for the Southwark Tigers RFC, and really enjoy rugby. I have a passion for open source software and the 'open' model whose influence is noticeable across industries. I am a biochemist, scientist and skeptic. I love to cook and explore cuisine. RaspberryPi and SmartHome device integration are just a couple of my spare time coding projects.
https://git.morganism.dev/

Great books: Catch-22, Snowcrash, Cryptinomicon, Perfume

REFERENCES
Available upon request.