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,

TECHNICAL SKILLS

- DevOps / SRE Technical Team Lead
- Kubernetes, GitOps, K3s, Docker, Docker-Compose, Docker-Swarm, Vagrant
- Portainer, K9s
- 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, AuroraDb
- Jira, PagerDuty
- AWS: Cloudformation, VPC, EC2, Autoscaling Groups, Subnets, API Gateway, CloudWatch
- Agile, Scrum, Kanban
- Kafka, RabbitMQ, MQTT, Mosquitto
- Monitoring: Wavefront, CloudWatch, Grafana, Kibana

WORK HISTORY

Zilch Technology, London UK (08.2024 - present)

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 Thundernetes.
- $\bullet\,$ Automated asset mirroring, package distribution, and other processes.

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.

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.

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.

REFERENCES

Available upon request.