NIKHIL ROMPALLI

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Senior DevOps Engineer

 $+1(819) 919-7579 \diamond Toronto, CA$

PROFESSIONAL SUMMARY

- Experienced **DevOps Engineer** with more than **5 years** of expertise in crafting and deploying **Cloud Infrastructure**, **CI/CD Pipelines**, and **Container orchestration**.
- Possesses a background in both **Cryptocurrency Exchanges** and AIOps-driven IT operations management (**ITOM**) solutions within corporate environments.
- Proficient in Linux, AWS, GCP, Azure, Terraform, Ansible, Kubernetes, Docker, Jenkins, Git, ArgoCD, Istio and ELK Stack.
- Adept at automating infrastructure and application deployment processes, ensuring high availability, security and performance.
- Proficient in working with GitLab, GitHub and BitBucket Pipelines.
- Proficient in Managing and optimizing various AWS components.
- Proficient in **Terraform** for provisioning resources in **AWS**, including **EKS** clusters, **RDS** instances and networking modules.
- Experienced in maintaining **high availability** and **reliability** of both application and infrastructure. Skilled in effectively **troubleshooting** issues and implementing preventive measures.
- Adept in **GitOps** practices with **ArgoCD**, **Helm**, and **Terraform** for seamless application deployment and updates.
- Skilled in developing and managing automation scripts and tools to optimize deployment workflows, guaranteeing no downtime, and adhering to SRE Principles.
- Skilled in optimizing **Ubuntu ISO** images, streamlining deployment processes and enhancing system performance, showcasing expertise in system configuration and resource efficiency within a **Linux** environment.
- Experienced in maintaining the **reliability** of production infrastructure and actively engaging in **on-call** rotations to provide continuous support, ensuring prompt resolution of operational incidents.
- Utilized **JIRA** and **Confluence** for bug tracking and creating dashboards for issue tracking.

CERTIFICATION

AWS Certified Solutions Architect - Associate

SKILLS

Cloud Platforms

Containerization and Orchestration

Operating Systems

Scripting & Programming Language

Infrastructure as Code & Deployment Tools

Version Control

CI/CD

Monitoring and Observability

Artifact Management

Code Quality Methodologies

Game Development

AWS, GCP

Docker, Kubernetes

Linux

Shell, Python

Terraform, Ansible, Saltstack, Helm, ArgoCD, Istio

Git, GitHub, GitLab, BitBucket

Jenkins, GitLab Pipeline, GitHub Actions, Spinnaker

ELK Stack, Prometheus, Grafana, Datadog

Jfrog, Nexus SonarQube

Agile

Unity Game Engine

Senior DevOps Engineer

CoinDCX - India's Most Valued Crypto Exchange Company

Aug 2021 - Aug 2022 Bangalore, India

- Converted the company's legacy infrastructure and application deployments to **DevOps** methodologies, resulting in a 99.999% uptime, an average of 100% increase in deployment speed, and a 30% reduction in infrastructure cost.
- Designed **AWS** architectures to meet high availability application architecture and security, by using AWS services such as **Route53**, **Elastic Load Balancer**, **Auto Scaling Groups**, and **CloudWatch**, which reduced the response time of an application by 20%.
- Configured and Managed Elastic Beanstalk and ebextension to track the metrics, and create alarms for instance health, ELB backend connection, ELB HTTP 5XX, and EC2 status check failed.
- Migrated a monolithic application into microservices with **Docker** and **Kubernetes**, resulting in a 50% reduction in time to roll out to production.
- Configured the **Elastic Cloud Service** to monitor system logs and real-time metrics, increasing team visibility into the performance and uptime of the system.
- Implemented **Spinnaker** within a Kubernetes cluster environment, enabling seamless deployment and management of variable application rollouts with enhanced efficiency and flexibility.
- Automated CoinDCX **K8S** cluster setup along required tools and applications using **Terraform**, **Ansible** and **AWS** reducing manual setup time from 8 hours to 20 minutes.
- Created **Terraform** modules to replace manual task and reduced maintenance by 75%, resulting in a 5% improvement in productivity and a 30% reduction in errors and cost.
- Developed **Terraform** modules for creating secured and optimized **VPC**, **ALB**, **EC2** instance, **Security Groups**, **Route Table**, **S3** for storage for smooth deployment of services to production, resulting in a 75% decrease in deployment time and a 50% decrease in deployment cost.
- Demonstrating strong documentation skills for clear and effective communication within the team.

DevOps Engineer

Jan 2021 - Aug 2021

Acquia - Drupal Based Digital Experience Platform(DXP)

Pune, India

- Implemented a Multi Branch Pipeline using cloudbees catalogs to improve the development cycle by 30% and reduce the time to market by 40%.
- Devised and implemented a generic CI/CD pipeline to onboard customers to bring Acquia's service line features to market faster, resulting in a 3x improvement in time to market and a 40% increase in customer satisfaction.
- Utilized **Spinnaker**, an open-source, multi-cloud continuous delivery platform, to manage application deployment and release cycles effectively.
- Improved the speed and efficiency of Jenkins CI/CD pipeline by implementing a **DIND** (Docker-inside-Docker) container on Kubernetes, which allowed the pipeline to be run directly within the Kubernetes cluster.
- Implemented **Argo CD** as **GitOps** continuous delivery tool for Kubernetes by building base images and then deployed **Argo CD** services and applications using **Helm Charts**.
- Created an automated deployment pipeline using **ArgoCD** to deploy & manage **Kubernetes** applications.

Software Product Developer - DevOps/SRE

May 2018 - Jan 2021

OpsRamp - AIOps-powered IT operations management (ITOM) solution.

Hyderabad, India

- Designed and built automation practices deploying OpsRamp's platforms, which reduced deployment time by a factor of ten, and increased the reliability of platform deployments.
- Configured and Managed Jenkins instances, pipelines and Jenkins plugins and APIs to a web application, resulting in a 50% decrease in time spent on DevOps tasks.

- Configured and managed **Docker** and **Kubernetes** cluster deployments, with the use of automation and infrastructure-as-code scripts.
- Prepared various Kubernetes manifest files to manage **microservice** architecture using **YAML** templating, resulting in a 50% reduction in the amount of time required to manage **Microservices**.
- Migrated **Standalone** applications to **Containerized** platforms such as **Kubernetes**, executing tasks using scripts and tools such as **Terraform** and **Ansible**.
- Improved software quality by reducing the number of reported defects by 30% and increased the number of deployments per week by 50%, by using **Jenkins**, **GitLab**, **SonarQube**, and **Nexus** to implement a **CI/CD** process.
- Created a real-time user analytics dashboard using **ELK** Stack that monitored user metrics and log events to increase user engagement.
- Designed, implemented and maintained **HA Proxy**, **Tomcat**, **MySQL**, **Cassandra**, **NFS**, **Kafka**, **Elastic-search**, and **Linux** applications (CentOS and Ubuntu) using **Ansible**, **Docker**, and **Jenkins**, resulting in a 98% uptime of our core infrastructure services.
- Troubleshooted CI/CD jobs managed by Jenkins, GitLab Pipelines, Semaphore, and other platforms by reviewing logs and deploying code changes to the environment.
- Apart from AWS, worked on other cloud services like Azure and GCP to build OpsRamp infrastructure.

DevOps Intern OpsRamp

Aug 2017 - May 2018 *Hyderabad*, *India*

- Conducted research and development to establish GitLab from scratch in standalone mode at OpsRamp.
- Engaged in research and development to set up **SonarQube** at OpsRamp.
- Implemented Python automation for reporting SonarQube vulnerabilities.

EDUCATION

Master of Science (M.SC.) in Computer Science, Bishop's University

2022 - 2024

Relevant Coursework: Computer Games Design, Volumetric Image Analysis and Visualization, Network Programming and Distributed Algorithms, The Internet of Things, Programming Languages for Data Analysis, Data Mining, Pattern Recognition, Advance Topics in Software, Research Topics in Computer Science, Software Engineering.

Bachelor of Technology in Computer Science & Engineering, Raghu Engineering College

Relevant Coursework: Computer Networks, Web Technologies, Cloud Computing, Database Security, Advanced Data Structures, Mobile Application Development, Software Project Management. 2014 - 2018

PERSONAL PROJECTS

Parkour System - Unity Worked with 3D animation to implement a parkour system for humanoid characters in unity game engine.

RPG Multiplayer Combat - Unity. Multiplayer Combat game in unity game engine.

Protecting the Aging Brain – **Diet Study.** Expanded the analysis of two smaller datasets, examining the impact of diet conditions on resting state functional connectivity (RSFC) metrics, utilizing OpenNeuro data.

Face Recognition for Authentication. Enables users to authenticate using face recognition by the use of OpenCV and LBP techniques.

File system. Terminal based Instagram Clone Implemented using Data Structures.

Assembly Compiler. Converts High-Level program to assemble languages.

INTERNSHIP/MENTORSHIP

• Completed intensive training after being selected among the top 85 students for the MissionR&D course from over 2000 students from province. Build various real-time applications using data structures.