

# REILLY PARENT

Clarkston, Michigan 48348 | 248.707.9714 | [reilly.c.parent@gmail.com](mailto:reilly.c.parent@gmail.com) | [linkedin.com/in/reilly-parent](https://www.linkedin.com/in/reilly-parent)

## DEVOPS ENGINEER

### SUMMARY

#### Accelerate Developers With CI/CD | Optimize Software Development Lifecycle (SDLC)

Results-driven DevOps Engineer with 8 years of expertise in large-scale Continuous Integration / Continuous Deployment (CI/CD) systems and pipelines. Lead efforts to modernize software processes. Improve developer experience and efficiency by automating manual tasks. Manage cloud infrastructure with Infrastructure as Code (IaC) tools. Standardize build environments with containerization and ensure scalability and high availability of build systems with container orchestration. Migrate legacy CI/CD systems to industry standard tools and platforms. Expertise includes:

**CI/CD | Pipeline Automation | Infrastructure as Code | Configuration Management**

**Documentation | Containerization | Container Orchestration | Platform Migration**

### SKILLS

<b>Languages:</b>	Python, Groovy, Bash / Shell, C, C++, C#, Java, JavaScript / Typescript, Go, Kotlin, JSON, YAML, XML, HTML, CSS
<b>CI/CD Platforms:</b>	GitHub Actions, Jenkins, Tekton
<b>Cloud Providers:</b>	Google Cloud Platform (GCP), Amazon Web Services (AWS), Red Hat OpenShift
<b>Tools:</b>	Git, Docker, Kubernetes, Ansible, Terraform, Vault, GitHub, Artifactory, Nexus, Prometheus, Grafana, Jira, Microsoft Office Suite
<b>Operating Systems:</b>	Windows 7 / 10 / 11, Debian, Ubuntu, Arch Linux
<b>Methodologies:</b>	Agile, Scrum, Kanban

### EXPERIENCE

**FORD MOTOR COMPANY**, Dearborn, Michigan 2017 - 2025

**DevOps Engineer** 2021 - 2025

Created, maintained, and owned several large-scale GitHub Actions and Jenkins software build pipelines. Automated code coverage and unit testing for development teams. Migrated pipelines from legacy platforms to modern ones. Managed monthly production-signed software releases. Containerized build processes. Created and implemented git branching strategies for CI/CD.

- Created a software integration pipeline that consumed, compiled, tested, and integrated C code from 100+ software teams, reducing time to build by 40%, automating static code analysis, and vastly simplifying the testing and integration processes.
- Developed GitHub Actions pipelines to containerize and replace legacy Jenkins pipelines, improving build reliability and making them hardware-agnostic.

- Reduced the time needed to create a production-signed software release by 90% by automating the process with a Jenkins pipeline that properly configured 200+ involved git repositories for each release.
- Tested build pipelines with new Docker containers / infrastructure generated by Terraform to ensure functional equivalency, leading to minimal downtime during backend infrastructure migrations.
- Owned component build pipelines, ensuring their functionality and availability by serving as a subject matter expert and first point of contact when problems and user requests arose.
- Supported GCP operations (including Compute Engine and Kubernetes / GKE), ensuring sufficient compute power and build agent availability for CI/CD pipelines.

## **Product Development Co-op**

**2017 - 2021**

Rotated to different software teams doing DevOps work. Built out some of the first CI/CD processes in the powertrain department. Reworked legacy software processes to function with industry standard tools.

- Completed an undergraduate co-op thesis project that resulted in a new powertrain application build system, completely decoupled from legacy tools that were hard coded into the prior process, resulting in a 75% decrease in build time.
- Ensured build agents were consistently available by implementing Docker containers and Kubernetes clusters into powertrain OpenShift infrastructure.

## **EDUCATION**

**Bachelor of Science (BS)**, Computer Science, Kettering University, Flint, Michigan

## **CERTIFICATIONS**

**(IN PROGRESS)** Associate Google Cloud Engineer, Google Cloud