



Rio Sinnott

Full-Stack Developer, Cloud and System Administrator, DevOps Engineer

Berkeley, CA +1 702-278-5163 rio.savvii@gmail.com TFO.creaturetracker | Owner, Developer, Admin

Summary

I am a **highly persistent and product-minded developer** with a decade of experience turning complex problems into elegant, user-focused solutions. My superpowers are a meticulous eye for detail and uncanny pattern recognition, allowing me to uncover and solve bugs that others miss. I am passionate about writing high-quality, scalable, maintainable code (Let's fix it now and not later!) and I am driven by a curiosity to understand systems from the ground up. I am a tech wildcard; resourceful, creative, and at my best when faced with new things to learn and do.

Projects

TFO.creaturetracker

August 2025 - Preset

Breeding tracker for the genetics game The Final Outpost
<https://tfo.creaturetracker.net>

TFO.creaturetracker is a feature-rich companion site for the game The Final Outpost, built for and with feedback from its passionate community. With a rapidly growing userbase, the project is thriving on valuable feedback from the community and has gained the support of both players and the creator of TFO itself, who is adapting the API at my request. Development is guided by a team of beta testers whose invaluable input as real TFO players helps me continuously iterate, refine, and expand our powerful tools for creature collection management, breeding documentation, genetic calculations and goal tracking. ([Github repo](#))

Next.js, Vercel, TailwindCSS, Drizzle, Neon DB, AGPL-3.0

Clayground

November 2024 - Present

Clayground is an alternate UI for Clay that helps you visualize file structure, optimize credit usage, and more.
<https://clayground.run>

I collaborated on this project to create an alternate UI for Clay, a data enrichment and workflow automation tool, that makes credit usage more apparent and offers a clear and intuitive interface that pulls data from the user's own Clay account so credit usage can be optimized. Clayground uses React with Next.js on the frontend on a Vite server. It is continuously integrated and deployed to Google App Engine using Github Actions. (Private Github Repo)

React, Next.js, Vite, TailwindCSS, Typescript, GCP, Google App Engine, Github Actions

Experience

Freelance via Upwork

12/2023 - Present

Cloud Administration and Automation Freelancer Remote
<https://www.upwork.com/freelancers/~01488b8ccc04eac018>

Working on various contracts in the realm of automation, Google Workspace and Cloud administration, DNS and Shopify management.

Carbon

3/2023-12/2023

Senior Tech Ops Engineer Redwood City, CA
<https://www.carbon3d.com>

Developed Powershell automation of onboarding, offboarding, and asset management tasks. Administered Okta SSO, Google Workspace, Azure/on-prem Active Directory, Jamf, and other line-of-business applications. Deployed an AI Google Chat bot using Google Apps Scripts and GCP.

Intermedia

8/2020-2/2023

Production Systems Administrator Remote
<https://www.intermedia.com>

Acted as an escalation point for support in a complex production environment with a large customer base. Helped respond to, mitigate, and document critical incidents in a range of systems. Was the primary developer and deployment technician for many custom automation tasks in Powershell, making extensive use of CI/CD and version control to accomplish this. Monitored a global ecosystem of servers and infrastructure, and developed the expertise to respond quickly and competently to the majority of the issues that arose.

Stimulus Technologies

11/2015-8/2020

Jr. System Administrator Henderson, NV
<https://www.stimulustech.com/>

Implemented and deployed network and server equipment for business networks, including workstation-to-domain level setups, configuring firewalls, wireless networks, and printers through GPO, setting up and configuring Active Directory, servers (virtualization, domain migration, DHCP, DNS, Group Policy), addressing network and server outages promptly by analyzing root causes and implementing preventive solutions, and maintaining comprehensive network documentation.

Profiles

rio-codes @ GitHub

riosinnott @ LinkedIn

Rio Sinnott @ Upwork

Education

Scripps College

Neuroscience

9/2004-6/2008

Bachelor's

UC Berkeley

Neuroscience

9/2008-6/2009

Doctoral Coursework

Skills

Enterprise Systems Administration

● ● ● ● ●

Azure AD, Jamf, Okta, Google Workspace, Powershell, Automation, Asset Management

Cloud Administration

● ● ● ● ●

Windows Server, AWS, Google Cloud, Mac/Jamf, Azure

Full-Stack Web Development

● ● ● ● ●

Next.js, Vercel, CI/CD, PNPM, TailwindCSS, Typescript/Javascript

Observability

● ● ● ● ●

HyperDX, Grafana, Sentry, OpenTelemetry

DevOps

● ● ● ● ●

Github Actions, CI/CD, Kubernetes, Docker, Ansible, GitLab, Conventional Commits/Commit Hygiene

Languages

English

Native

● ● ● ● ●

Spanish

Conversational

● ● ● ● ●

Hebrew

Elementary

● ● ● ● ●

Interests

Open source software

Reading speculative fiction

Hiking and Birding

Collage Art

Learning Languages



Reganta Plumaro with genetics: Body:AaBbCc, Head:aabb, Horns:Aa, Belly:Aabb, Tail2:AaBB, Tail1:AaBbCC, Wings:AAbb @ The Final Outpost