

ASHIL SABU

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SUMMARY

With 2 years of experience in Automation and DevOps and an MSc degree in Game Development and Design, I bring a combination of passion for gaming and deep understanding all of build engineering. I possess a good hands-on experience and deep knowledge of developing, monitoring, and optimization of CI/CD pipelines using Jenkins, Azure DevOps, and GitHub Actions. I have advanced my scripting abilities in Python, PowerShell, and Bash by developing automation scripts that drive Azure CLI and Runbooks. All of my development and optimization scripts are controlled by versioning through Git. Hence, I am proficient in using Git for Source Code Management. I have experience working on Windows and Linux and container orchestration with Docker. I also have experience working with game engines like Unreal Engine 5 and Unity. I have also mastered programming with C++, C#, and Python.

TECHNICAL SKILLS

- **CI/CD:** Jenkins, Azure DevOps GitHub Actions
- **SCRIPTING:** PowerShell, Bash, Python
- **SCM:** Git, Perforce
- **CONTAINERIZATION:** Docker
- **OPERATING SYSTEM:** Windows, Linux
- **GAME ENGINES:** Unreal Engine, Unity
- **PROGRAMMING:** C#, C++, Python
- **COLLABORATION:** Slack, Discord, Microsoft Teams
- **PROJECT MANAGEMENT:** Jira, Trello

PROFESSIONAL EXPERIENCE

Infosys Limited, Senior Systems Engineer

January 2022 - July 2022

- Spearheaded optimization of build pipeline processes for building and deploying Azure-based cloud services like IAC using ARM Templates, Automation Accounts, and 5 different runbooks.
- Managed the monthly patching of 2 Jenkins servers (primary and secondary) running on 2 different Red Hat Linux, which provided a secure and stable environment for all CI/CD setup.
- Developed and maintained build tools in Python, automating repetitive tasks that allowed developers to increase their productivity by 55%.
- Worked with development teams on the integration of new target platforms into our product to ensure smooth and timely deployment across all targets.

Infosys Limited, Systems Engineer

August 2020 - January 2022

- Designed and implemented build and release pipelines in Jenkins and GitHub Actions for a CI/CD process that reduced deployment time by 60%, and increased more than 40% in Build Cycle Efficiency.
- Maximized re-use of code and automation through the development and management of YAML-based configuration files.
- Ensured the integrity of the code and hassle-free collaboration between all of the teams and environments by using Git for version control.
- Played a crucial role in migrating legacy build systems to a modern CI/CD pipeline which, in turn, reduced manual interventions by 90%.
- Managed containerization of applications and microservices using Docker to leverage scalability and resource optimization.
- Collaborated with QA teams to ensure validation of build integrity, thus reducing post-release defects by 70%.
- Gained experience in managing the software development life cycle by agile methodologies like Scrum and Kanban.
- Managed projects according to Agile principles by leveraging Jira's Kanban boards to keep track of the tasks and enhance the team's productivity.

Infosys Limited, Systems Engineer Trainee

January 2020 - July 2020

- Completed intensive training in Python programming, MEAN stack development, project management and DevOps methodologies at the Infosys Mysore campus, laying a strong foundation for a career in build engineering and CI/CD processes.

ACADEMIC PROJECTS

- **CHOOSING THE RIGHT VOICE: EVALUATING OPEN AI, CONVAI AND INWORLD AI FOR NPC DIALOGUE GENERATION.**
 - **Category :** Comparison Research **Engine :** Unity **Programming Language :** C#.
- **CHERRY CHASE GAME.**
 - **Category :** Game **Engine :** Unity **Programming Language :** C#.
- **DRONE SIMULATION.**
 - **Category :** Game **Engine :** Unreal Engine 5 **Programming Language :** Blueprint **3D Modelling :** Blender.
- **FLUTTER.**
 - **Category :** VR Game **Engine :** Unity **Programming Language :** C# **Tools :** XR Interaction Toolkit.

REFERENCES

Can be provided upon request.