

Sebastián Valencia Sierra

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I am a DevOps Engineer with 2 years of experience designing and implementing CI/CD pipelines for a technology migration project from on-premise installations to AWS cloud using Azure DevOps. I have experience in implementing all stages of the DevOps cycle, including code integration, static analysis, dependency checks, compilation, packaging, and artifact repository publication. I have also configured the deployment stages in development, certification, and production environments, implemented acceptance, performance, and end-to-end testing, and managed the rollback stage.

Proeficient in

Tools/Technologies:



Experience

Pragma

DevOps Engineer • Sep, 2022 – Present

- Design and implement CI/CD pipelines for a technology migration project from on-premise installations to AWS cloud using Azure DevOps.
- Implement Istio service mesh during an internal company development to enable cluster log visualization using Kiali.
- Tools/Technologies: Azure DevOps, AWS, Docker, Kubernetes.

Tech and Solve

DevOps Engineer • Jun, 2022 – Sept, 2022

- Implement CI/CD pipelines as templates during the production deployment of two applications through the Azure cloud.
- Tools/Technologies: Azure DevOps, Azure Cloud, Docker, Kubernetes, SonarQube.

Pragma

DevOps Engineer • Apr, 2021 – Jun, 2022

- Design and implement CI/CD pipelines for a technology migration project from on-premise installations to AWS cloud using Azure DevOps.
- Implement CI/CD pipeline for internal company developments using Jenkins.
- Tools/Technologies: Azure DevOps, Jenkins, AWS, SonarQube.

Education

Holberton School

Fullstack Software Developer, Computer Science • 2020 – 2021

- C and Unix programming, graphical programming, data structures, assembly language and algorithms, as well as reverse engineering and security protocols.
- Project development using Git, C, Python, MySQL, Docker, Data Structures and Algorithms.

TechLabs

Digital shaper - Data Science with Python, Data Science • 2020

- Data analysis using Python as a tool to process, understand and present data and results.
- Virtual and self-managed education with a final group project.

Python Institute

PCAP: Programming Essentials in Python, Computer Science • 2020

- Universal concepts of computer programming. Developer tools and the runtime environment; the syntax and semantics of the Python language; the fundamentals of object-oriented programming and the way they are adopted in Python; the means by which to resolve typical implementation problems; the writing of Python programs using standard language infrastructure. Fundamental programming techniques, best practices, customs and vocabulary, including the most common library functions in Python.

Universidad de Caldas

Bachelor of Laws • 2006 – 2011

Bayside International English College

English Common European Framework B2 • 2013

Full time general english course for 24 weeks from 22 July to 20 December 2013. Melbourne, Australia.

Projects

Chilivim

Developer • 2023 – Present

A Neovim IDE config designed from scratch.

Majority Report Medellín

Developer • 2021

Majority Report is an academic initiative that arises with the purpose of creating an app where users can interactively view crime rates in Medellin, Colombia.

Social Links

- **GitHub:** <https://github.com/sebastiandevops>
- **Twitter:** <http://twitter.com/ajinomano>
- **LinkedIn:** <https://www.linkedin.com/in/sebastianvalenciasierra>
- **Website:** <http://sebastiandevops.github.io>