

Shreyas Gune

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- I am a passionate and consistently motivated individual with **8 years of experience in cloud technologies, DevOps and SRE**.
- I care about my projects and I am genuinely interested in them. I am capable and willing to teach myself required skills that would help my team's goals as well as my personal and professional growth.

CAREER OBJECTIVES

- To lead the design, automation, and management of scalable, secure, and cost-efficient cloud-based applications, driving operational excellence through proactive monitoring and innovative DevOps practices

SKILLS

Technical Languages: Terraform-HCL, Go, Python, YAML, PROMQL, SQL, Bash, Varnish, Groovy/Java

Cloud Platforms: Google Cloud Platform (GCP), Amazon Web Services(AWS), Openstack, Microsoft Azure, Alibaba

Infrastructure and Orchestration: Docker, Kubernetes (Self-Hosted & Managed), Helm, Terraform, Terragrunt (IaC), Ansible, Puppet (Windows, Linux, Mac), Microsoft Hyper-V, VMWare, Rancher, Artifactory

Monitoring: Prometheus, Grafana, AlertManager, Kibana, Splunk, New Relic, SumoLogic, DataDog, Cloudwatch

CI/CD and Automation: Jenkins, GitHub Actions, ArgoCD, Atlantis

Databases and Storage: MySQL, BigQuery, Redis, Memcache, PostgreSQL

Networking: L4/L7 Load Balancing, REST and gRPC, L2/L3 Networking, VLANs, TCP/IP

SecOps expertise: Managed HashiCorp Vault, OPA, PKI, SSL/TLS automation, firewalls, and OAuth2,OIDC,LDAP auth, IAM, Active Directory, IdPs: OKTA

System Administration: Unix/Linux Servers (Debian/Ubuntu, RHEL/CentOS), On-Premise Infrastructure, Windows Servers

Service Mesh: Consul, Istio

Message Bus: Pulsar, Google Pub/Sub, RabbitMQ, Kafka

SRE Practices: SLO, SLI, Error Budgets, Root Cause Analyses (RCA), Blameless Postmortems, Incident Response (MTTR, MTTA), on-call rotations, Information Systems and Technology Management (ISTM) Processes

PROFESSIONAL EXPERIENCE

Senior Site Reliability Engineer, Blizzard Entertainment (XBOX Studios, Microsoft)

August 2021 - Present

SRE Product Ownership: Hearthstone, Diablo Immortal, Diablo 2 Resurrected, Diablo 3, Diablo 4

Work Profile:

- **Dedicated Senior SRE for Diablo: Immortal: Engineered solutions in GCP (Helm, Kubernetes) and AWS infrastructure using Terraform and Terragrunt**, automated Windows/Mac VM setups with **Puppet/Jenkins**, and optimized **AWS** resources (**EC2, S3, DNS and Lambda**) with **Billing API** and **Tableau**.
- **Senior SRE for Diablo 4:** Operated Kubernetes resources,, managing HPA-scalable microservices with **Consul service mesh**, **Pulsar message bus**, **Redis memorystore**, **CI/CD (ArgoCD, Atlantis)**, and **observability tools (Prometheus, Grafana, Kibana, AlertManager)**. Delivered a **67% cost reduction** through SKU optimization and scaling enhancements.
- **Led SLO initiatives for Diablo 4**, designing a comprehensive framework adopted by other teams. Implemented **player-experience-based SLOs**, **reducing complaints and bug-fix times via real-time metrics, dashboards, and alerting mechanisms**.
- **Senior SRE for Diablo 3, Diablo 2 Resurrected, and Legacy:** Built **Terraform IaC for OpenStack**, automated tasks with **Ansible and Puppet**, managed **RabbitMQ, Redis, and databases (BigQuery, MySQL, PostgreSQL)**.
- **CI/CD:** Delivered **end-to-end build deployments using GitHub Actions, Atlantis, ArgoCD, and Jenkins**.
- Performed stress testing, performance analysis, and troubleshooting for optimization.
- **Cost Optimization:** Led cloud cost analyses, achieving long-term savings through Reserved Instances and SKU strategy.
- Consistently delivered impactful solutions, facilitated stakeholder communication, mentored junior engineers, conducted peer reviews, and authored technical documentation to streamline operations and knowledge transfer.

Site Reliability Engineer, USA Today Network

May 2017 – August 2021

Work Profile:

- Managed the **USA Today web portfolio (256 websites)** on **Kubernetes**, enabling **automated deployments, traffic failovers, and publishing updates via Jenkins**.
- Led the **Customer Engagement Solutions team** to implement **GCP solutions** tailored to internal needs, including **Service Level Indicators (SLI)** and **Service Level Objectives(SLO)**.
- Created monitoring dashboards using **NewRelic**, log management via **Splunk**, and an **alert automation tool in Go with VictorOps and Slack integration**.
- Developed the **first in-house Fastly Terraform Provider in Go**.
- Built and managed all of the **automation pipelines with GitHub Actions, Jenkins and APIs**, reducing toil.
- Wrote an **API management solution on Fastly's CDN Edge using Varnish Config Language** and logging/monitoring for it was provided by SQLs in **Google BigQuery** and **Google DataStudio**.
- Authored technical documentation, walkthroughs, labs, and internal technology blog posts.
- Conducted **Production Readiness Reviews as a subject-matter expert**.

FullStack Developer, AT&T

Aug 2016 – May 2017

Development Engineer Intern, Ericsson

June 2014 - May 2015

Memberships & Leaderships

- Inductee, Eta Kappa Nu, Engineering Honors Society
- Academic Excellence Award, Engineering Senator, Student Congress
- Speaker at New Relic's FutureStack DC 2019 on *SRE Methodology at USA Today*

Education

- University of Texas at Arlington, M.S. in Electrical Engineering
- University of Mumbai, B.E. in Electronics and Telecommunications