SERGEI CHUKH

DEVOPS ENGINEER / SRE

EMAIL: spigelly@gmail.com
TELEGRAM: @schukh
LINKEDIN: sergei-chukh
GITHUB: spigell

I'm a DevOps / SRE professional with 5 years of experience.
A big fan of IaC, troubleshooting and the SRE methodology.

EXPERIENCE

GAIJIN ENTERTAINMENT

DEVOPS ENGINEER / SRE

APRIL 2022 - APRIL 2023

Working in a team supporting the primary games of Gaijin: Warthunder, Enlisted. Main duties:
- Optimized infrastructure costs by implementing new tools and services that reduced expenses
- Minimized downtime and raised user happiness by implementing monitoring and alerting systems that proactively identified and addressed potential issues before they impacted users
- Troubleshot production and test environments, quickly resolving issues and minimizing disruptions to business operations
- Regularly participated in on-call duty, responding to and resolving incidents outside of regular business hours

Production Stack:
- Linux (Centos7)
- Redis
- MongoDB
- Nginx/Haproxy
- AWS (RDS, EC2, VPC, Route53)
- Graphite+telegraf
- Kubernetes on bare metal servers
- Docker as image builder and container runtime

IaC tools:
- Puppet
- Ansible
- Terraform

Ci/CD:
- Jenkins

Yandex Cloud

SUPPORT L2 SPECIALIST

DECEMBER 2021 - MARCH 2022

There is Level 2 (Premium) support in Yandex Cloud. As part of the team was responsible for the following:
- Provided comprehensive support to high-value clients, resolving complex technical issues and managing customer expectations to increase customer satisfaction and retention.
- Collaborated with cross-functional teams, including product development and account management, to deliver exceptional support and identify opportunities for improvement
- Provided valuable feedback to the product development team by identifying areas of improvement based on direct client feedback
- Managed and resolved customer escalations
- Resolved tricky customer's issues

Rostelecom

DEVOPS ENGINEER

MAY 2019 - OCTOBER 2021

Has worked in the streaming service "Wink" (https://wink.ru). Areas of responsibility:
- Stable work of production and test environments (includes monitoring and troubleshooting)
- Prepare new releases for production (stress testing, review migrations and code)
- Supporting dev teams (CI/CD integrations, internal services)

Production stack:
- Linux (Centos 7)
- PostgreSQL (+Pgbouncer)
- NSQ
- Nginx
- Reindexer (https://github.com/Restream/reindexer)
- Prometheus Stack (+Victoria Metrics)

IaC:
- Opscode Chef

CI/CD:
- Gitlab

EQUILIBRIUM.IO

DEVOPS ENGINEER

OCTOBER 2018 - MAY 2019

EQ is a crypto FinTech startup (EOS and ETH blockchains). Some achievements:
- Implemented feature branch strategy for development at EQ, a crypto FinTech startup utilizing EOS and ETH blockchains
- Utilized docker swarm and TeamCity to streamline the development workflow
- Brought in and supported a robust monitoring system based on the Prometheus stack
- Contributed significantly to the success of the organization through these achievements, enabling more efficient development processes and better monitoring of key performance metrics

Used toolset:
- Docker (swarm mode)
- Prometheus Stack
- HashiCorp Vault
- TeamCity

EDUCATION

SPECIALIST

Oil and Gas Technology

SKILLS

- Public Cloud: AWS, GCP, Hetzner Cloud
- Workload orchestrator: Kubernetes, docker swarm
- CI/CD: Gitlab CI, Jenkins, TeamCity, Github Actions
- Configuration management: Terraform, Pulumi, Ansible Puppet, Chef
- Monitoring: Prometheus, Grafana, Zabbix, Telegraf
- Logging: ELK, Loki
- Containerization: Docker
- Databases: PostgreSQL, MongoDB, Redis
- Programming Languages: Go,
- Scripting: Bash, Python
- Web Servers: Nginx, Traefik
- Operating Systems: Linux

CERTIFICATIONS

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