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Skills

- Configuration Management, specializing in Ansible
- Continuous Integration/Delivery via [Buildbot](#) or [Sourcehut](#)
- Application development in a number of languages, including Javascript, Golang, and Python.
- Extensive *nix system experience and knowledge including but not limited to CentOS (Red Hat), Debian (Ubuntu as well), FreeBSD/OpenBSD, and others.
- Extensive VCS experience, in particular with git and subversion.
- Skilled script writer – bash, fish, Python, Lua
- SQL Server, execution and optimization (specializing in PostgreSQL).
- Extensive workshop experience, dealing with a multitude of tools.
- Independent, autonomous, hard worker that can also work well with others
- I love a challenge, that's why I'm in this business!

Portfolio

- [Mousikifidi.info](#) – A music and video streaming application written with Flask/Python 3 and vanilla Javascript.
 - This is [automatically published to PyPI](#) as part of a [CD pipeline](#).
 - Additionally, the Mousikofidi.info website is deployed via [the same pipeline](#).
- [Modding-OpenMW.com](#) – Django/Python3 application written to be light and fast.
 - Recognized by the gaming community as a key source of information and knowledge about modding and the OpenMW engine.
 - A self-hosted open source project; version control and issue tracking are all [self-managed](#).
- [Hristos.co](#) – My personal website, a blog built using the [soupault](#) static site generator.
- [Build-OpenMW](#) – Python3 command-line tool for compiling the FOSS game engine OpenMW and some of it's main dependencies with a variety of settings and configurations.
 - Utilizes docker for building portable Linux binaries.
- [Sv-Mgr](#) – Python3 command-line tool for easily “enabling” and “disabling” runit services. Do two things, and do them well!
- [NifSkope-In-A-Docker](#) – Run the graphical X11 application [NifSkope](#) in a docker container.
- I have a personal fleet of services including source control, artifact hosting, and continuous integration/continuous delivery.
 - I've written a small python DSL for [Buildbot](#) to allow simplified yet powerful job configurations while not fully exposing project maintainers to the entirety of the Buildbot libraries.
- [Black Hole Gate](#) is a video game made with [Godot Engine](#), it's in a pre-alpha or demo state right now.

Full Work History

October 2015 to Present: Release And Production Tools, Groupon

- Continuous Integration/Delivery via Jenkins.
- Utilized Docker Swarm to maximize hardware utilization by running builds in docker containers.
- Driving Ansible adoption and usage on my team and in my organization in general.
- Responsible for a huge array of internal employee-facing tools such as artifact storage and distribution, VCS, and other services.
- Own internal tools vital to dev workflows, including:
 - Github Enterprise
 - Gnosis
 - JFrog Artifactory

October 2014 to October 2015: Support, onShore Development

- Deployment, upgrading, and general support of a complex application written in Common Lisp with PostgreSQL.
- Utilize config management systems to alleviate workloads.
- Worked side-by-side with the development team on problems and their solutions.

January 2014 to October 2014: Contract Development & IT

- Leveraged Django and related libraries to create a complex web applications:
 - E-commerce
 - Blog engine
 - Coaching services
 - User management systems
 - Inventory/Asset Control
- Fully controlled entire projects with the powerful config management tool, Ansible.
- Create custom .deb packages as needed for various services required by any applications.

October 2013 to December 2013: Infrastructure Lead, Sleepy Giant Entertainment

- Created roadmaps for projects, new and existing.
- Managed Infrastructure resources in order to meet deadlines.
- Guided Systems and DevOps engineers in their day to day tasks.
- Coordinated directly with clients to identify and meet their needs of the Infrastructure department.
- Oversee all of the Infrastructure department operations.

March 2013 to October 2013: NOC Manager, Sleepy Giant Entertainment

- Interviewed, hired, and managed engineers for the tier one support department.
- Built an onboarding process for new employees.
- Solidified and documented an off-boarding process for departing employees.
- Prepared NOC runbooks for each project.
 - Outlined all relevant procedures including DR, maintenance, load testing, and more.

- Worked with project managers to gather details about each project.
 - Organized and streamlined processes.
- Created a 24x7 support schedule.
- Managed a team of 24x7 NOC support specialists.
- Built a dashboard system for reporting metrics using Graphite, collectd, kibana, and other technologies.
- Config management with Chef.
 - Wrote and tested various cookbooks.
 - Worked with and supplemented community cookbooks.

April 2011 to March 2013: IT Specialist, High Voltage Software

- Build workstation hardware (desktops)
- Deploy software installations.
- Server set up and deployment.
 - Samba, SVN, HTTP, FTP
- Dev kit provisioning (configuring development firmware)
- Dev kit and other hardware inventorying.
- Adaptive script-writing.
 - Should the need arise for a particular script, create a solution that will fulfill that need. From a simple backup script written in bash to an inotify script written in Python, create the right tool for the job
- Created Python/Django-based inventory management system
 - Used to track and interact with internal game library, hardware/dev kit inventory, and software licenses

2009 to 2011: Support, WiredTree

- Fully managed VPS and Dedicated server hosting, meaning that we fully support all aspects of the server operating system and any included software (cPanel).
- Not tiered support, but my position would be considered level three.
- I specialized in migrations, moving sites and their data from other providers and platforms with little or now downtime.
- Contributed to several procedural guides and technical how-to guides for custom installs.
- Handled server provisioning, building, upgrading, and maintenance at our data center.
- Nearly three years on an overnight shift, I can work very well on my own in an autonomous environment.
- Time and time again received accolades for my ability to work well with and please our clients.

2008 to 2009: Support, MidPhase (Hosting Services Inc)

- Level one support for shared server hosting clients.
- Simultaneously manage support phone calls, live chats, and support tickets
- Promoted to level three within six months.
- As a level three tech I managed all VPS and dedicated server accounts, as well as any shared account issues that needed to be escalated from level one or two.
- Handled a myriad of abuse/spamming issues, helped users deal with exploitations.
- *nix and Windows platforms.

**2005 to 2008: Retail Representative,
Nintendo of America Inc. (NES Merchandising)**

- Serviced over 140 stores within the Metro-Chicago area.
- Installed, repaired, and updated display interactives.
- Cleaned and merchandised product on the selling floors.
- Provided on-site training, product demonstrations, and special event appearances.
- Worked at E3 2006 as a display tech demoing the Brain Age series of DS games. I was a part of the setup and tear down crew at Nintendo's "booth".
- Offered a job in Redmond at corporate as a display support tech.

2003 to 2005: Assistant Store Manager, EB Games

- Promoted to Assistant Store Manager within 10 months of joining their team.
- Handled inventory control, scheduling, hiring, managing bank transactions, and floor plan setup.
- Offered my own store by October 2005.

Education

- Yorkville High School
 - High School Diploma
 - Speech team, 6th place at conference for Dramatic Interpretation and 4th place at regionals for Humorous Interpretation.
 - 1st Trumpet - Concert Band, Marching Band, Jazz Band, Madrigal Brass, Pep Band, and full Orchestra.
- Waubensee Community College
 - Studied Music History and Theory, as well as Sociology.

Personal and professional references available at your request.