# Hristos N. Triantafillou

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## Who Am I? What Do I Do?

- Senior DevOps, Build And Release Engineer
- A passion for automation as well as testable and repeatable systems leveraging:
  - Terraform, including work with the AWS, Artifactory, and GitLab providers
  - Deployment tooling built upon Kubernetes and Docker Swarm
  - AWS infrastructure
  - Advanced Docker utilization, including multi-architecture images
  - Ansible for complete management of my personal fleet of servers
- Building and maintaining CI/CD systems and patterns
  - Jenkins CI – part of the DotCi team which built a yaml-based interface to jobs and leveraged Docker Swarm for build clusters
  - Buildbot – built a custom DSL for personal and private jobs
  - GitLab CI/CD – custom, extensible pipelines with a centralized backbone for an Enterprise CI/CD platform in AWS
- Over 15 years of UNIX system experience and knowledge, specializing in Linux systems
- Extensive VCS experience; I've managed organization-wide installations of GitHub Enterprise as well as GitLab CI/CD systems
- Application development with: Python, Golang, Javascript, Lua, and more
- Application and script optimization
  - Game design demands highly optimized scripting in order to deliver the best performance to users
  - I try to develop software as if it's going to be used on a decades-old machine
- Linux application deployment using the AppImage platform and Docker as a reproducible build environment
- Game design and scripting, including embedded Lua with C++ and Godot's GDScript
- Build, manage, and maintain a popular Open Source software and community

## Project Portfolio

- I have written open source applications that are hosted on several popular code forges:
  - GitLab
  - Sourcehut
  - GitHub
- The Modding-OpenMW GitLab organization is an open source project containing dozens of Lua scripts and other modifications for the OpenMW game engine
  - I'm developing a CI/CD system that is a powerful platform for experienced programmers and casual content creators alike to share their works with the world
  - This org is the home of Modding-OpenMW.com, a website viewed by over 3 million users each year (started as a for fun project, now recognized all over the world)

# Work History

## January 2025-Present: Senior Platform Engineer, Pearl Health

- Coming soon!

## November 2022-January 2025: Senior Build and Release Engineer, Availity

- Implemented a repeatable and scalable deployment for a self-hosted GitLab CI/CD platform using Terraform and AWS resources
  - I grew this setup from a single-node instance to a geographically-redundant configuration with two instances replicating from the US east coast to the US west
  - The configuration for this Geo setup was done end-to-end with configuration management tooling and is fully repeatable and battle-tested
- Developed a modular, extensible Enterprise CI/CD system that heavily utilizes Docker and Terraform
- Leveraged Artifactory for artifact storage and promotion
- Created documentation-as-code workflows with D2lang
- Hire, mentor and guide junior team members
  - Onboard them into our systems
  - Help them develop advanced skills

## October 2015-November 2022: Release and Production Tools, Groupon

- Developed an internal deployment tool
  - Automated various checks and gates for a smooth developer UX
  - Written with Golang
  - Ported the codebase backend from Docker Swarm to Kubernetes
- Built out a very high volume (10k+ jobs per day at its height) Jenkins CI system backed by Docker Swarm clusters for clean, repeatable build environments
- Drove Ansible adoption on my team and in my organization in general
- Owned tooling that were vital to the core workflow of every developer
  - GitHub Enterprise
  - Gitosis
  - Artifactory (across three geographical regions)

## October 2014-October 2015: Application and Developer Support, onShore Development

- Handled the deployment, upgrading, and general support of a complex asset management software written in Common Lisp with PostgreSQL
- Turned a manual release and package process into an automated one with Python, Ansible, and Jira (as a source of truth for data about client installations)
- Worked with the development team to troubleshoot customer issues in the field

## January 2014-October 2014: Contract Application Development and IT Services

- Leveraged Django and related libraries to create complex web applications
  - E-commerce
  - Coaching services

- User management systems
    - Inventory/Asset Control
- Application configuration and deployment via Ansible
- Created custom .deb packages for application distribution as needed


## March 2013-December 2013: NOC Manager & Infra Lead, Sleepy Giant Entertainment

- Created roadmaps for new and existing projects
- Managed infrastructure teams
- Guided DevOps engineers in their day to day tasks
- Coordinated directly with clients to identify and meet their needs of the infrastructure department
- Oversaw all infra department operations
- 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 key metrics using Graphite, collectd, Kibana, and more
- Developed config management using Chef
    - Wrote and tested various cookbooks
    - Worked with and supplemented community cookbooks

## April 2011-March 2013: IT Specialist, High Voltage Software

- Built workstation hardware (desktop PCs for designers, artists, and programmers)
- Deployment software installations
    - Autodesk, Adobe, Microsoft tooling
- Server setup and deployment
    - Samba, SVN, HTTP, FTP
- Devkit provisioning and inventorying
- SVN workflow optimization
    - Implemented various performance improvements for internal Subversion infrastructure
- Created a Python+Django-based inventory management system
    - Used to track and interact with our internal game library, hardware/dev kit inventory, and software licenses

## December 2009-April 2011: Server Provisioning and Support, WiredTree

- Fully-managed VPS and dedicated server hosting on a tier III support team
    - All aspects of the server OS and included software (cPanel) were supported
- I specialized in customer migrations, moving sites and their data from other providers and platforms with little or no downtime
- Contributed to several process and technical how-to guides for custom installs

- Handled server provisioning, building, upgrading, and maintenance at our downtown Chicago data center

## February 2008 – December 2009: Level 1, 3 Support, MidPhase

- Level one support for shared server hosting clients
- Simultaneously manage support phone calls, live chats, and support ticket queues
- Promoted to the tier III department within six months
- As a tier III tech I managed all VPS and dedicated server accounts
- Shared platform issues were escalated to my team
- Handled a myriad of spam/abuse issues, helped users deal with compromised systems
- Mostly Linux servers with a few Windows boxes in the mix

## October 2005 – February 2008: Retail Representative, Nintendo of America

- Serviced over 140 major retail locations in the Metro-Chicago area
- Installed, repaired, and updated interactive display hardware units
- 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 Nintendo DS games
- I was part of the setup and tear down crew for Nintendo's area
- Offered a job in Redmond at Nintendo as a display support tech in their corporate call center

## August 2003 – October 2005: Assistant Store Manager, EB Games

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

# Education

## January 2003 – June 2003: Waubonsee Community College

- Studied Music History and Theory, as well as Sociology

## Yorkville High School

- High School Diploma
- Competed on the school Speech Team
  - Placed 6th at conference for Dramatic Interpretation
  - Placed 4th at regionals for Humorous Interpretation
- Played in various school bands
  - Concert band
  - Marching band
  - Jazz band
  - Madrigal Brass
  - Pep band
  - Full Orchestra
  - Competitive Duet

*Personal and professional references available at your request.*