

DEVIN COOLEY

PROFESSIONAL SUMMARY

DevOps engineer with a focus in games and a strong background in web development. Comfortable and experienced in leadership positions. Excited and ready to build useful tools and systems to take my team to the next level.



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EDUCATION

Ongoing Computer Science
Study
Lane Community College
2020 - Today

Certificate in C#/.NET and
JavaScript/React Web
Development
Epicodus
2019- 2020

Bachelor in Psychology, w/
Business Minor
University of Oregon
2008 - 2012

EXPERIENCE

DevOps Engineer, Pipeworks Studios
Feb 2020 - Today

- Primary and supporting DevOps engineer roles on multiple released games.
- Built/Administered source control, build, and deployment tools.
- Used Infrastructure as Code to manage production Azure and AWS resources.
- Ambassador of the DevOps movement. Strong fundamentals in CI/CD best practices.

Projects: Rival Peak, Spellslingers, The Walking Dead: Last Mile

Front-End Developer, Nia Technique
Jul 2019 - Today (consultant)

- Helped develop a beautiful and responsive web app for the Nia team. Web app includes a class scheduling system and finder map, a blog, and social system with account profile and contact.

Project: nianow.com

Head of Operations, Sunstone Marketing Partners/Farms
Sep 2016 - Sep 2018

- Acquired financing to start and build an agriculture production company. Hired and managed 4 departments consisting of over 20 employees.

SKILLS					
	Kubernetes	Helm	Java/Groovy	Perforce admin	InfoSec
	Docker	Jenkins	C# .Net	Git admin/devOps	SQL
	Terraform (IasC)	Concourse	C++	Linux admin	NoSQL
	Azure	SonaType Nexus	JS/NodeJs	Windows admin	Technical Design
	AWS	NGINX	React/TS	Networking	Technical Writing