

# Cody Wilson

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**Seasoned leader of DevOps, IT and Software Development teams with a passion for building and maintaining an excellence of user experience and quality of life for developers and users alike.**

## Skills

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devops containers linux cloud webservers video databases project management  
system architecture entrepreneurship load/stress testing

**Programming / Scripting:** Python, Bash/zsh, JavaScript **Linux:** Ubuntu, Alpine, RHEL/CentOS, Debian, Arch **DevOps:** Docker, Docker Compose, Kubernetes, Helm **Cloud:** AWS, Cloudflare, DigitalOcean **CI/CD,** **Cloud Management:** GitLab CI, GitHub Actions, Ansible, Jenkins, Terraform **Databases:** MySQL, Postgres, sqlite, MongoDB

## Experience

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### Producer and IT Manager, Puny Human Games

June 2018 - Present, Raleigh, NC

- Designs and administers hybrid cloud infrastructure for game studio operations
- Produces (Project Manages) game tools development projects.
- Provides Cloud/DevOps consulting services to client studios.
- Built sustainable policies and systems to reduce cloud spend for a high-demand Unreal Engine build ecosystem, significantly reducing monthly cloud spend.
- Consolidated sprawling IT infrastructure spanning colocated and public cloud infrastructure to single public cloud + on-site hosted highly available hardware platform.
- Transitioned legacy systems administration practices into commoditized easily managed systems using Docker, Docker Compose.
- Significantly improved network security posture to meet industry and partner specifications.
- Designed unique solutions for collaborative development tooling such as designing hybrid on-site / remote distributed Unreal Engine Derived Data Caches and mesh network capable Sony SN-DBS distributed build system.
- In response to the Coronavirus panic, deployed high performance client access VPN solutions in a matter of days using L2TP over IPSEC, and later Wireguard.

**Technologies used:** Docker, Docker Compose, Kubernetes, Helm, Docker Swarm, Ansible, Terraform, GitLab CI, GitHub Actions, AWS, Cloudflare, Ubuntu, Alpine, MySQL, Postgres, sqlite, MongoDB, Python, Bash/zsh, JavaScript, Unreal Engine, Sony SN-DBS, IPSEC, Wireguard

### Volunteer, Finance Committee Member, MAGFest, INC

January 2021 - Present

- As volunteer, support a 25,000 attendee festival as an event leader, with skills in television production, video production, and audio engineering.
- As finance committee member, act in a steering capacity to provide financial and business oversight for a multi-million dollar arts non-profit.
- Notable Projects: MAGtv (fully produced closed circuit television station), magFAST (live streamed charity fundraiser event)

## Chief Technology Officer, Altair Interactive

July 2020 - March 2022, Los Angeles, CA (Remote)

- Served as software architect, DevOps engineer, and project manager for a 6-person development team to build a social streaming video platform.
- Developed highly scalable software backend (Stack: Python (Django), Redis, PostgreSQL, Kubernetes, Kafka, AWS) to provide all platform functionality, not limited to but including user, billing, video system management, chat, with REST and GraphQL APIs.
- Developed autoscalable platform infrastructure using AWS EKS, Helm, Rancher, Lambda, S3, AWS Interactive Video Service, CloudFormation, Cloudflare.
- Built and managed CI/CD platform for the stack using Concourse, AWS ECR
- Designed cost effective live video CDN using FFmpeg, Varnish, Cloudflare.

**Technologies used:** Django, Python, Redis, PostgreSQL, Kubernetes, AWS, Rancher, Helm, Concourse, FFmpeg, Varnish, Cloudflare, AWS EKS, AWS Lambda, AWS S3, AWS Interactive Video Service, CloudFormation

## Treasurer of the Board of Directors, MAGFest, INC

December 2020 - January 2021

Served as the financial leader of a multi-million dollar non-profit arts organization during a trying time both fiscally and culturally for the company. \* Worked with the rest of the Board of Directors and the Executive Director to build an operational plan for the organization after a major change in leadership. \* Worked with the Director of Finance, and the volunteer finance committee and grants organizations to secure forgivable loans and grants to enable the company to survive during a 24 month period with almost no income during the Coronavirus pandemic.

## Manager, Platform Operations, Cengage Group

January 2018 - December 2022, Raleigh, NC

- Lead a team of platform operations engineers and database administrators to manage the platform operations of an education technology courseware platform serving over 1 million students over the course of a year. (Stack: Perl, MySQL, Apache2, Node.js, MongoDB, Java, Python, VMWare, Cisco UCS, NetApp, Cisco Networking, Fortigate NGFW)
- Scaled platform capacity to 3x its previous all-time high capacity records.
- Originally hired as a Systems Engineer, but quickly transitioned to a leadership role.
- Helmed the initiative to migrate the platform's 15 TB high read/high write MySQL clusters from version 5.7 to 8 with less than 10 minutes of downtime.
- Upgraded the deployment pipeline of a complex set of service dependencies to significantly reduce application errors during deploy.
- Awarded Trailblazer of the Month award for exemplary leadership in onboarding new teammates.

**Technologies used:** Perl, MySQL, Apache2, Node.js, MongoDB, Java, Python, VMWare, Cisco UCS, NetApp, Cisco Networking, Fortigate NGFW, Ansible, Splunk, Grafana, Docker

## Senior Systems Administrator - Production Support Engineer, IBM

February 2017 - December 2017, Durham, NC

- Systems administrator for a HIPAA compliant clinical trials management platform. (Stack: Ruby, Java, Windows Server, RHEL, Ubuntu, VMWare, Dell Compute, Lenovo Compute, IBM SAN, NetApp SAN, Cisco Networking)
- Transitioned storage from an ailing NetApp to IBM Storwize SAN.
- Replaced ailing VMWare vSphere 4 cluster running on Dell compute with VMWare 5.5 cluster running on Lenovo compute
- Replaced failing L2 network stack of hot standby disaster recovery site
- During leadership transition, stepped up as technical project manager for the team.

**Technologies used:** Ruby, Java, Windows Server, RHEL, Ubuntu, VMWare, Dell Compute, Lenovo

Compute, IBM SAN, NetApp SAN, Cisco Networking

## Data Engineer, Systems Engineer - Transportation Insight

January 2014 - January 2017, Hickory, NC (Remote)

- Designed, implemented, supported IT infrastructure for a transportation and logistics solutions provider.
- Supported infrastructure across 3 datacenters, 6 remote offices.
- Spearheaded company's first CloudOps initiative in AWS
- Designed, built and administered infrastructure for a real time analytics platform (Stack: Node.js, MongoDB, nginx, Ubuntu, AWS, Ansible, postgres)
- Designed and implemented Docker-based development environment
- Architected and deployed highly available high performance compute cluster running data science workloads in MongoDB, neo4j, Microsoft SQL Server, atop VMWare vSphere 5, Microsoft Storage Server, Supermicro

**Technologies used:** Node.js, MongoDB, nginx, Ubuntu, AWS, Ansible, Docker, VMWare, Microsoft Storage Server, Supermicro

## Volunteer, Board Member, Executive Director - QC Co-Lab

April 2012 - March 2015, Davenport, IA

- Founding member of a makerspace non-profit
- Organized and performed community outreach at maker festivals, local businesses, colleges and museums
- Served as a member of the board of directors for 3 years
- Webmaster and systems administrator for facility infrastructure
- Developed company documentation portal and membership management system

*Prior experience omitted for brevity, but available upon request.*

## Awards & Recognition

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- Cengage Trailblazer of the Month

## Projects

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**Kajar Labs** (2018-present)

- A small team of developers working on a variety of projects, such as
  - a bespoke livestream interactive web platform designed to increase engagement and revenue for content creators
  - open source software for television studio operations, including ingest and transcoding automation
  - home automation
  - audio production and engineering
  - data archiving and preservation