Cody Wilson

Platform Operations, Site Reliability, DevOps Engineer

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Summary

20 years seasoned information technology leader in platform operations, systems administration and site reliability seeking a new opportunity to challenge himself and to uplift those around him.

Experience

Notorious Studios   July 2023 - Present
Senior Platform Operations Engineer → Staff Platform Operations Engineer   Irvine, CA (Remote)
🔗 https://www.notorious.gg

- Architect and administer a flexible, low cost hosting environment for Legacy: Shadow and Steel, a multiplayer live services video game. (Stack: AWS ECS, AWS ELB, AWS RDS Aurora Postgres, AWS Gamelift, Amazon Linux, Ubuntu Linux, Pulumi, Python)
- Develop a Pulumi + Python program to deploy and manage multi-environment hosting environments with infrastructure-as-code.
- Deployed dynamically discovered Prometheus/OpenTelemetry metrics package using VictoriaMetrics, Grafana, Sentry.io.
- Perform aggressive cost control (FinOps) through in-depth resource and capacity planning, hybrid cloud design, and open source alternatives to expensive SaaS products.
- Provide IT services and support for a globally distributed workforce.

Technologies used: Pulumi, AWS, Docker, Docker Compose, GitHub Actions, Ubuntu, Amazon Linux, Postgres, sqlite, Python, Unreal Engine, Tailscale, Microsoft 365

Puny Human   June 2018 - May 2023
IT Consultant → IT Manager and Producer   Raleigh, NC
🔗 https://punyhuman.com

- Designed and administered hybrid cloud infrastructure for game studio operations
- Produced (Project Managed) game tools development projects.
- Provided 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 a highly available hybrid cloud stack
- Transitioned legacy systems administration practices into easily managed systems using Docker, Docker Compose.
- Significantly improved network security posture to meet industry and partner specifications.
- Designed unique solutions for game studio development tooling such as a hybrid on-site / remote distributed Unreal Engine Derived Data Caches and mesh network capable Sony SN-DBS distributed build system.
- Deployed high performance client access VPN solutions in a matter of hours using L2TP over IPSEC, and later Wireguard to transition the company to a full remote workforce during the COVID-19 quarantine.

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

Altair Interactive   July 2020 - March 2022
Chief Technology Officer   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 autoscaling 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

Cengage Group   January 2018 - December 2020
Systems Engineer → Manager of Platform Operations   Raleigh, NC
🔗 https://www.cengage.com

- Lead a team of platform operations engineers and database administrators to manage the platform operations of an edtech courseware platform serving over 1 million students per school year. (Stack: Perl, MySQL, Apache2, Node.js, MongoDB, Java, Python, VMWare, Cisco UCS, NetApp, Cisco Networking, Fortigate)
- Scaled platform capacity to support 3x its previous all-time high capacity records.
- Promoted to leadership role after 8 months.
- 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.
- Lead a rapid response team to triage, mitigate and remedy a major security incident on a sister platform in the company, including writing malware scanning scripts in Python.
- 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

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Additional Experience

Additional experience history available upon request, or at https://codywilson.info

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Volunteering

MAGFest   January 2015 - Present
Volunteer   National Harbor, MD
🔗 https://magfest.org

- September 2024 - Present - Guest Liaison - Support celebrity guests at the event, ensuring that they have a smooth experience at the event
- July 2023 - September 2024 - Sabbatical from volunteering
- July 2018 - July 2023 - Finance Committee Member
- January 2022 - July 2023 - magTV Department Head (In-House CCTV / Event Streaming)
- January 2021 - January 2022 - Treasurer of the Board of Directors
- January 2015 - January 2020 - Technical Director, Mega Man-athon / magFAST (Charity Streaming Fundraiser and Concert Venue)

Skills

Systems Administration
● ● ● ● ●
Linux, Debian, Ubuntu, RHEL, AWS Linux

Containers and Virtualization
● ● ● ● ○
Docker, Kubernetes, Incus, LXC, VMWare, Proxmox

Cloud
● ● ● ● ○
AWS, DigitalOcean, Azure

Automation / Infrastructure as Code
● ● ● ● ○
Python, Pulumi, Ansible, Terraform, bash, zsh

Networking
● ● ● ○ ○
Mikrotik, UniFi, Cisco, TP-Link, Fortinet, VPN, Wireguard, Tailscale, BGP

Web Development
● ● ● ○ ○
Python, Django, HTMX, Javascript