

Kyle Andrews-Gato

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Objective

To further my technical and professional experience by working on “next generation” projects, companies, and ideas.

Currently my focus is in the Media & Entertainment Digital Asset industry, with a focus on systems design and automation. I am very interested in working on 360, Virtual Reality, and especially Augmented Reality products. I hope to learn more about what I am sure will be a tremendous industry that will reach into every corner of our lives. I enjoy being in an environment where learning is encouraged, and trying something new happens almost daily. I see myself best suited in operations or DevOps types of engineering roles. My working philosophy is to build intelligent, simple, elegant solutions to seemingly difficult problems.

Experience

Wiredrive (Senior Systems Administrator/DevOps Engineer)

October 2012-Current

Wiredrive is a Software As a Service (SaaS) company. My responsibilities include negotiating, purchasing, configuration, management, and monitoring of all systems, for both our private internal cloud, and external cloud resources. This includes employee hardware, production servers, networking hardware, and datacenter space. I participate in a 24/7 on-call rotation with one other employee, and am required to maintain an overall 99.9% uptime SLA for the entire service. Responsibilities also include automating infrastructure and development pipelines, troubleshooting hardware and software issues, maintaining below 250ms overall application response time, and working closely with the development team to assist in the growth of the company through general counsel and technical solutions.

My main focus lately has revolved around build out a petabyte-sized object store to allow our business and backend storage to scale properly, as well as focusing on automation across our entire pipeline with tools such as SaltStack, Jenkins, and Ansible.

Grab Games (Linux Systems Administrator)

July 2012-October 2012

As a Systems Administrator for Grab Games, my responsibilities included monitoring, troubleshooting, configuring, and optimizing the various systems and infrastructure in AWS. Working with the Mongo database system I successfully assisted in the launch of two major mobile games, which were launched without any technical difficulties. I was able to save Grab Games over \$35,000 per year by optimizing the infrastructure and working with Amazon Web Services in order to switch to a better billing option. I was on call 24/7 and expected to troubleshoot any issues or alerts that may have occurred. As part of a two-man team Grab Games, I interfaced with all aspects of the business, from CEO, marketing, sales, and even working with the design and engineering team assisting them with any and all technical issues or questions. I also created a system for the gaming engineers which recommended and analyzed queries and returned index recommendations to improve system responsiveness and stability.

DreamHost.com (Linux Systems Administrator)

February 2012-June 2012

As a Systems Administrator on the systems engineering team, I was responsible for troubleshooting, configuration, and maintaining the system infrastructure. My primary focus was on system uptime and bug tracking, as well as working with any failing hardware issues. Duties performed include mitigating spam, on-call rotation every other month, package updating, kernel compiling and updates, and many other core system administration tasks. Primarily working on products in the LAMP Stack (Linux, Apache, MySQL, and PHP.)

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HostGator.com LLC (Linux Security Administrator) March 2011-February 2012

Started as a Linux Systems Administrator in support, quickly promoted to Security Administrator within 2 months of hire date. Day-To-Day responsibilities include cleaning up and investigating hacked websites, dealing with Terms of Service violations, replying to and investigating spam reports. Also required on occasion to work customer support tickets, which includes troubleshooting customer's websites, as well as dedicated and virtual server management. Includes system management, as well as website troubleshooting and configuration.

DigitalFlyDesigns (Web Architect/Co-Founder) May 2010-April 2011

Responsibilities Include: Advanced Web Programming (PHP, CSS, HTML, XML, Bash, Python, Java), Systems Administration (centOS, Redhat, Window), Support, and more. Self-owned business, doing mainly web development and consulting to new start-ups, as well as existing businesses wishing to expand their web presence/features.

Rackspace Cloud (Support Technician) September 2009-May 2010

Delivered "Fanatical Support" to Cloud Sites, Servers, and Files customers. Responsibilities included troubleshooting advanced issues, passed on from Level I technicians. Utilized web development background to create tools and scripts to provide better tracking data to raise efficiency and support output. Performed Linux Administration, Advanced PHP/LAMP troubleshooting, as well as email troubleshooting to Rackspace Cloud Customers.