Ahnaf An Nafee

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Skills

Programming & Frameworks — Python, GoLang, Kotlin, Java, Bash, Groovy, JavaScript, PostgreSQL, MySQL, SQLite, Oracle, Spring Boot, React Native

DevOps & Cloud — Kubernetes, OpenShift, Terraform, Hashicorp Vault, Jenkins, Docker, AWS ECS, AWS AKS, GCP Cloud Run, Azure AKS, Gradle, Puppet, Ansible, Maven, Kong Mesh, KEDA, GitHub Actions

Monitoring & Observability — Splunk, AppDynamics, Prometheus, Grafana, Checkmarx

Professional Experience

DevOps Engineer, *Mindex (Contractor for Paychex)* ⊡   Feb 2023 – Present | Rochester, NY
- Played a key role in the collaborative effort to upgrade and refine the observability infrastructure with the transition to OpenShift 4, contributing significantly to the enhancement of system reliability and the effectiveness of performance monitoring
- Automated certificate management processes, eliminating manual renewals and reducing downtime related to certificate expirations by 100%
- Collaborated with infrastructure teams to implement role-based access control in OpenShift, streamlining administrative operations and developer access
- Led initiatives to standardize deployment dictionaries and remove discrepancies, ensuring consistent and conflict-free deployment configurations
- Developed and maintained base images for Java applications, addressing critical security and compliance requirements through timely updates and testing
- Innovated CI/CD processes by introducing a gradle plugin for image certification, significantly reducing build congestion and improving pipeline efficiency, reducing operational expenses by $50,000 annually
- Conducted extensive testing and troubleshooting for container structure tests in CI/CD pipelines, incorporating alternative solutions to enhance reliability and responsiveness
- Actively engaged in cross-functional teams to improve observability and monitoring practices, contributing to the development of scalable web services and applications

Software Engineer, *Dynasty 11 Studios* ⊡   Sep 2021 – Feb 2023 | Wayne, PA
- Spearheaded cloud cost optimization by implementing a multi-tenant architecture, significantly reducing operational expenses, and integrated Splunk for cost and usage monitoring, slashing monthly cloud costs by 75%
- Enhanced developer experience and CI/CD pipeline efficiency through aggressive caching, dynamic environment variable management, and automated refresh mechanisms, leading to a 40% decrease in time-to-deployment
- Optimized local development setups and artifact storage costs, utilizing Grafrana and CloudWatch for monitoring resource usage and identifying optimization opportunities
- Developed a serverless notifier for build statuses, enhancing communication and monitoring within the development team
- Automated IGDB token refreshes via Twitch API, ensuring 100% uptime for game data integration and eliminating manual intervention

Technical Engineer, *PHL Collective* ⊡   Mar 2021 – Sep 2021 | Philadelphia, PA
- Contributed to the PHL Collective team by scripting and integrating game managers, streamlining design processes, enhancing gameplay fluidity, and reducing load times by 30%
- Innovated in shader development for DC's Justice League: Cosmic Chaos, resulting in heightened visual quality and user engagement, mirroring the importance of aesthetics and functionality in software solutions, resulting in a 25% improvement in rendering performance
- Fostered cross-functional collaboration with the Art and Design teams, leading to improved workflows and product quality, reflecting the interdisciplinary teamwork essential for developing comprehensive observability solutions

Projects

EAS Build Webhook Notification ⊡   Aug 2022 – Present
- Engineered a serverless Lambda function to automate Discord notifications for Expo EAS build statuses, streamlining DevOps workflows for mobile development teams
- Implemented robust security architecture within the serverless framework, ensuring secure communication and data handling between Expo, AWS Lambda, and Discord
- Leveraged TypeScript for strong typing, enhancing code reliability and maintainability, and contributing to the project's popularity among developers for mobile ops automation

Education

BS in Computer Science, *Drexel University*   2018 – 2022 | Philadelphia, PA
Concentration in AI and Game Programming
Honors: *magna cum laude*