

Devion Wilson

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<https://theycallme.dev>

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Profile Summary

I am a dedicated technology professional specializing in infrastructure as code offering 4+ years of experience in the Information Technology and Engineering field.

Education

Old Dominion University, Norfolk, Virginia

Bachelors of Science in Computer Engineering Technology

December 2016

Work Experience

Gannett | USA Today Network Chesapeake, Virginia

Application Operations (Gannett | USAToday Network)

April 2017 - Present

- Cut cloud costs by developing CI/CD pipelines to build and deploy containers to Kubernetes (GKE) as opposed to virtual machines
- Maintain CI pipeline solutions for automated staging site deployments
- Ensured smooth code releases by managing production code deployments for cloud instances
- Increased frontend site deliverability by 10x by maintaining and deploying Fastly configurations via CI/CD pipeline
- Use Cloud Formation and Terraform templates to set up storage buckets (S3, GCE)
- Leverage Terraform templates to build out server infrastructure in AWS
- Sped up deployment time by 4x by leveraging Jenkins to run routine deployment and build jobs on cloud instances
- Increased cloud footprint by developing and maintaining Chef cookbooks for Cloud instance automation
- Leverage Openstack for on premises instance deployments
- Serve as on call staff routinely
- Assist analysts in troubleshooting miscellaneous server problems
- Work closely with the Platforms team to learn new automation technologies

DevOps Engineering (Reachlocal | USAToday Network)

May 2018 – May 2019

- Resolved multiple on premise automation issues by migrating to AWS auto/ troposphere pipeline (Cloud Formation)
- Updated company wide systems by with configuration management including PCI compliant systems (Puppet, CFEngine) via CI
- Perform candidate interviews
- Ensured the company was compliant by performing quarterly SOX and PCI audits
- Decreased on premise data center footprint by handling server instance decommissions (DNS, DHCP, Nagios monitoring)
- Ensured 99% uptime by serving as on call staff routinely
- Leverage Openstack to manage on-premise server instances

Application Operations Intern (Gannett | USAToday Network)

August 2016 – April 2017

- Deploy software updates to web application servers
- Migrate existing LAMP servers to cloud environment (AWS and Openstack) via Scalr
- Provision new LAMP servers for designated products in the cloud environment
- Handle decommission of legacy LAMP servers
- Assist analysts in troubleshooting miscellaneous server problems

Infrastructure Operations Intern (Gannett | USAToday Network)

June 2016 - August 2016

- Shadowed closely with the Infrastructure Operations team to learn routine operations
- Handle audits of domain names owned by Gannett
- Handle audits for SSL certificates loaded onto load balancers
- Convert inventory files to proper format for Infrastructure Operations team

Old Dominion University Computer Science Systems Group Norfolk, Virginia

Linux Systems Consultant

April 2015 - June 2016

- Bacula shell scripting to manage backups database (MySQL)
- ADDS PowerShell scripting to manage accounts
- Worked on Linux projects (DNS, LAMP, and Puppet)
- Worked on Windows projects (DNS, DHCP, PXEboot, WDS, IIS, and SQL Server)
- Worked on Virtualization Projects (VMware VSphere, ESXi)
- Developed technical troubleshooting techniques to assist System Administrators
- Conduct Systems project checks
- Maintained Dep't Computer Science network printers, set up and maintained multiple computer labs on campus, managed servers on campus
- Assisted Systems Engineers when necessary with datacenter/network management
- Assisted students/interns with technical difficulties in multiple university computer labs
- New Hire Interviews

Other Computer Experience

- Helm
- Coding (Chef, Puppet, Cloud Formation, Terraform, Assembly, C, C#, C++, Python, GoLang)
- Docker Compose
- Building/ Interacting with an API
- Scripting (Powershell, Bash, Python, Groovy)
- Old Dominion University CS 361 development project (Create a C++ program that will emulate many dust objects that pick up a signal from a single virtual moving target on a map with a given signal strength)