

Anton Nikitenko

DevOps Engineer focused on architecting and implementing scalable, secure, and resilient infrastructure

Relevant Experience

DevOps Engineer, **Zetron** Jul 2024 - Present
Software Developer Co-op Sep 2019 - Apr 2020

- Automating infrastructure provisioning with Packer and Terraform, software building & testing, and implementing monitoring and testing company-wide
- Interned in the DevOps and development team, creating CI/CD pipelines with Test Suites, implementing software features, bug fixes, and tests for software-defined Radio in Java
- Clients include public safety and law enforcement agencies with ISO 9001 requirements, operating in a low-latency, safety-critical environment

Data Science Software Engineer, **Wood Mackenzie** Apr 2023 - May 2024

- Developed a scraping application in Python (Selenium) to collect and analyze multi-terabyte US oil & gas production data with Databricks and Apache Spark
- Led and implemented IaC infrastructure migration with AWS CDK, reducing time to release and enabling cloud monitoring & disaster recovery
- Implemented and automated a team-wide CI/CD pipeline architecture in AWS CodePipeline with multiple environments to enable reliable and repeatable deployments
- Managed an offshore team of 10 developers, led sprint planning and stand-ups, introduced agile methodologies to maximize software delivery

Software Development Engineer, **Amazon** Oct 2022 - Apr 2023
Software Development Engineer Intern May 2021 - Aug 2021

- Developed & deployed fault-tolerant, scalable features in AWS Lambda and Java for approx. 200 Fulfillment Centres worldwide, deployed to IoT devices with AWS Greengrass
- Developed bug fixes and improved software performance in a fully CI/CD environment, monitoring production system health using metrics in AWS CloudWatch, support tickets, and customer anecdotes
- Improved check-in & check-out experience as measured by AWS CloudWatch.

Quality Assurance Analyst, **VertiGIS** Jan 2019 - Apr 2019

- Tested features and bug fixes (smoke, sanity, regression testing), approved PRs and hot fixes for .NET GIS product in C# with cross-platform Xamarin project

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Education

University of Victoria Sep 2017 - Aug 2022
Bachelor of Software Engineering
Graduated with Distinction
GPA: 8.66/9.00 (4.00)

Awards

IEEE Victoria Section Gold Medal - Top Software Engineering Student 2022-2023
Faculty of Engineering Dean's list (2022)
UVic President's Scholarship 2022
UVic Excellence Scholarship (2017-2021)

Selected Projects

University Course Scheduler

Group capstone project implementing a course scheduler for the UVic Faculty of Engineering under a distributed agile workflow

Dinosaur Game

Client-server web-based game implementing software architecture patterns and full stack technologies

Production Day Trading System

Distributed & highly available containerized software application designed to buy and sell stocks

Skills

Programming Languages

Python, Java, JavaScript, TypeScript,

Libraries & Frameworks

Terraform, Packer, React

Tools & Platforms

Git, GitHub, AWS (ECS, CodePipeline, Lambda, CloudWatch, Systems Manager, CloudFormation, DynamoDB, Kinesis, EC2, S3), Azure DevOps

Certifications

AWS Certified Cloud Practitioner

Interests

Climbing, running, cooking, video games, board games