Shreyas Gune
Washington, DC/ Northern VA
Cell: (469) 999-3800
Email: sgune@pm.me
Website: https://shreyasgune.github.io
Github:https://github.com/shreyasgune

Intent.

- Architecting, releasing and running live service games in the cloud, at scale, cost-optimised and efficiently.
- Champion and implement end-to-end coverage on Monitoring, Automation, Change Management, Release Management, Logging, Runbooks, Documentation, Incident Response, Realistic Escalation Policies, Analytics for those things, OpSec, POCs and Error Budgeting, all in the service to achieving point number one.

PROFESSIONAL EXPERIENCE

Senior Site Reliability Engineer, Blizzard Entertainment | XBOX Studios | Microsoft August 2021 - Present
Tech Used: Hybrid cloud, GCP, AWS, OpenStack, Azure, OnPrem. Kubernetes, Docker, Puppet, Jenkins, Kibana, Prometheus stack, Consul, Pulsar and Rabbit Message bus, and a myriad of custom built internal tools.

Work Profile:

- *Senior SRE on Diablo 3, Diablo 2 Resurrected, Diablo 2 Legacy*, responsible for rearchitecting existing infrastructure footprint as well as laying the groundwork and end-to-end migration into Kubernetes for all aspects of game lifecycle.
- *Senior SRE on Diablo 4*, architecting, implementing and running entire backend infrastructure to support a stable live-service environment, and release lifecycle through betas and launch, globally, at scale, on Kubernetes.
- *Dedicated Senior SRE on Diablo:Immortal*, supporting release initiatives across JP, KR, CN, AUS, CAN and RoW
- Designed, developed, deployed and maintained various stacks and middleware in support of running Diablo 4 in Kubernetes: service mesh,message bus, monitoring frameworks, custom applications, scaling strategy, associated alerting and cost optimizations. I also own a myriad of authored and co-authored tools, in k8s on GCP,AWS, Azure.
- Lead author and owner of the SLO initiative for Diablo 4 (alphas, betas, launch and seasonal content)
    - Established Player facing experience based SLOs.
    - Identified and implemented SLIs and metrics that aggregate and feed into those SLOs.
    - Implemented visualisations and dashboarding solutions for those SLOs (Grafana and Kibana)
    - Set up Alerting, escalation policies and error budgets to inform and aid data analytics.
- Identify, articulate and provide solutions with value as a guiding principle. Work with nuance around communications, expectations, involved stakeholders and establish clear documentation for all initiatives.

Site Reliability Engineer, USA Today Network May 2017 – August 2021
Tech Used: Fastly, New Relic ,Golang, Python, Bash, Docker, Kubernetes (Self Hosted and GKE), AWS, CI/CD, Scalr, Terraform, Consul, Swagger, Varnish Configuration Language, Couchbase, DNS management and various Google Cloud products.

Work Profile:

- Served as a lead on the Customer Engagement Solutions team to work with our internal teams to identify the best GCP solution for their variant needs.
- Engaged with teams across the company to define success for our technology using Service Level Indicators and Service Level Objectives.
- Worked with consumers of the platform-engineering systems to understand expectations around user experience.
- Improved and established best practice around various applications and the infrastructure it runs one using monitoring, alerting and resolution principles.
- Researched new tools to optimise cost, deployment speed and resource usage in relation to Google Cloud.
- Assisted in improving and evangelising our onboarding structure and documentation.
- Writing an entire api-management solution (auth, url-morph and more) and implementing it on Fastly's CDN Edge POP using Varnish Config.
- Automated complicated workflows to save time and level of effort.
- Containerized applications with Docker so that they may run lean and cost and resource optimised on cloud architecture.
- Scripted APIs and services to reduce toil for problems occurring often.

Responsibilities:

- Customer Engagement to identify and onboard relevant GCP offerings.
- Providing Proof of Concept of GCP offerings to wider org and the SRE team to build our solutions.
- Automation projects - containerization, creating new services to deliver to teams
- Documentation - technical writing (walkthroughs, labs), internal technology blog posts, etc.
- Production Readiness Reviews - engaging with teams as subject-matter expert for building efficient, available systems.
- Cost Optimization – calculating usage and tuning resources to reduce waste and reduce cost to company.
- Internal tooling – building scripts and tools to serve niche use-cases and specific workflows, including CI & CD.

FullStack Developer, AT&T Aug 2016 – May 2017

Development Engineer Intern, Ericsson June 2014 - May 2015

TECHNICAL SKILLS

Technical Languages:	Bash, Python, Ruby, YAML, Go, C++, KQL, PROMQL, HCL
Software Applications:	GCP, AWS**,** Docker, most CI/CD, Git, Kubernetes, Vault, Consul, puppet, helm, terraform, Argo and most linux systems related enterprise and open source tools
Networking Skills:	TCP/P, DNS, HTTP REST, Kubernetes N/W, Service Mesh, VPC , CNI
Memberships & Leaderships	Inductee, Eta Kappa Nu, Engineering Honors Society Academic Excellence Award, Engineering Senator, Student Congress Speaker at New Relic's FutureStack DC 2019 on *SRE Methodology at USA Today* Research Participant at Google Cloud Research Division
Education	University of Texas at Arlington, M.S. in Electrical Engineering University of Mumbai, B.E. in Electronics and Telecommunications