Salvador Llamas Jr

Email: contact@salllamas.net

Summary:

DevOps/Software Engineer with a Computer Science degree and an MBA with over a decade of professional software development experience across DevOps, mobile development, backend development, artificial intelligence, and games/simulations development.

Professional Experience:

Blackberry/Cylance– Irvine, CA	**October 2019–Now**

Senior DevOps Engineer. Deploying infrastructure for various services. Duties included:
- Deploying infrastructure/services with Terraform/Kubernetes/Helm/EKS/Fargate/ECS/Docker/Jenkins.
- Migrating Filebeat/ElasticSearch/Logstash/Kibana stacks to managed OpenSearch.
- Server configuration with Puppet/Bash/Powershell.
- Upgrading and stabilizing the Artifactory EKS clusters.

Zwift– Long Beach, CA	**March 2017–October 2019**

Software Engineer. Working on an exercise simulator that had thousands of users playing in real time. Duties included:
- Simulations programming with C++/OpenGL/Objective-C/iOS/TVOS/Android.

Glu Mobile – Long Beach, CA	**May 2015–March 2017**

Software Engineer. Working on mobile client and server side development. Duties included:
- Debugging custom made physics engines made in C#/Unity3D.
- Debugging backend services made with Java/Spring/MySQL/Mongo.
- Debugging real time client/server applications made with C#/Photon.
- Integrating Android/iOS/Unity3D SDK plugins.

Blind Squirrel Media - Santa Ana, CA	**September 2013–November 2014**

Software Engineer. Working on projects outsourced to the company and internal projects. Duties included:
- Gameplay, Graphics, and AI programming with C++, CryEngine, and Unreal Engine.

Trigger Happy Games – West Hollywood, CA	**February 2013–July 2013**

Mobile Developer. Making iPad applications. Duties included:
- Writing iOS applications using C#/Unity3D.
- Creating client/server interfaces to collect data from applications using PHP/MySQL.

Milk Mug Publishing – West Hollywood, CA	**July 2010–July 2011**

Mobile Developer. Directing the designing, planning, and programming of mobile application. Duties included:
- Coding the entire source code required for the application to run using C++/Objective-C/OpenGL/iOS SDK.

Experienced With:

 Amazon Web Services, Kubernetes, EKS, Fargate, Helm, Terraform, Docker, Puppet, Ansible, Jenkins, RabbitMQ, PostgreSQL, ElasticSearch, OpenSearch, Logstash, Filebeat, Kibana, Linux, Bash, Powershell, Git, OpenSSL/PKI, NGINX, Prometheus, Grafana, Go/GoLang, C++, Java, Spring, C#, Unity3D, Unreal Engine, JavaScript, PHP, MySQL, Mongo, ActionScript, Objective-C, Python, OpenGL, SDL, NGUI, UGUI, iOS SDK, Android SDK/NDK, QT, Boost, OpenAL, Direct3D11, Photon, Scaleform, Cocos2D

Education:

Master of Business Administration (**Fall 2021)** - CSULB, Long Beach CA - **CSULB GPA 3.42**
BS in Computer Science (Fall 2012) - CSULB, Long Beach CA - **CSULB GPA 3.18**

Awards, Affiliations, and Certifications:

Leader of the Year,College of Engineering Student Council (2012)
Affiliations: ACM, ACM-W (Women in Computing), Tau Beta Pi, Beta Gamma Sigma, MAES
Certifications: AWS System Architect: Associate (September 2021), Bloomberg Market Concepts (December 2021 - Certification ID: yHsG7zQ223TEuux76zb6uz4x)