

Ray Muneton

Site Reliability Engineer

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Delivering working software quickly



Skills

Drive down the duration of outages by building systems to support Incident Response

Design, implement, and manage scalable and reliable infrastructure solutions in AWS

Capacity and Disaster Recovery Planning and Testing



Work History

2023-01 -
Current

Principal Engineer

Information Resolution, Los Angeles

- Implement responses to scaling issues such as DDOS and large customer onboarding.
- Design monitoring in Datadog to detect and respond to system health anomalies.
- Build idempotent systems in Infrastructure as Code with Terraform and Cloudformation.
- Use Node and Python to administer and perform maintenance on large scale systems.

2021-10 -
2023-01

Lead Site Reliability Engineer

Voyager Crypto

- Collaborated with cross-functional engineering teams to develop, test, and deploy scalable software in EKS.
- Responded to network conditions ensuring optimal system health during high traffic incidents.
- Mentored other engineers, sharing knowledge of best practices creating reliable systems.
- Used terraform and spacelift to create repeatable pipelines across multiple environments.

2019-06 -
2021-10

Senior Site Reliability Engineer

Fastly, Los Angeles, CA

- Responded to incidents, triaging root causes, triggering communication, participating in review meetings, and building runbook and monitoring from learnings.
- Wrote python and bash scripts to automate tasks for Disaster Recovery and Compliance reporting.
- Use chef in solo and chef server configurations for EC2 provisioning, wrote custom cookbooks for various production systems including four Elasticsearch clusters with more than a hundred nodes.

2018-10 -
2019-06

Senior Devops Engineer

I.AM+, Los Angeles, CA

- Administered, configured, and supported non heterogenous Kubernetes deployment with multiple applications, including Machine Learning jobs
- Provisioned infrastructure using terraform in AWS and kops
- Instrumented monitoring with Prometheus and alerting with PagerDuty
- Supported Golang application development with code review and deployment optimization

2016-01 -
2018-10

Architect

Hallmark Labs, Los Angeles, CA

- Planned and implemented Kafka messaging architecture.
- Coded elixir and golang microservices for Hallmark Movies Now streaming platform.
- Wrote node.js API for Machine Learning card suggestion mobile application.



Education

2006-06

Bachelor of Arts: Computer Science

Linfield College - McMinnville



Software

AWS

Bash

Docker

GCP

Git

Linux

Node

Python

Terraform