ANDREA DI STEFANO

DevOps/Infrastructure Engineer

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L'Aquila, Italy

EXPERIENCE

DevOps Lead Engineer

Octostar

July 2024 - Ongoing

- Italy/Full Remote
- Development, maintenance and administration of Kubernetes clusters in different environments: local development environments, Hetzner, AWS EKS
- Developing the internal Observability stack using Prometheus, Grafana, OpenTelemetry
- Developing and maintaining Helm Charts
- Building Docker images for several software projects
- Developing automations using Bash and GitHub Actions
- System administration (Google, GitHub, Slack, ClickUp)
- Back-end/API development using Python (Flask, FastAPI)

Back-end Developer **Italarchivi**

April 2021 - July 2024

- Guidonia Montecelio/Hybrid
- Back-end software development with C#/.NET and Python
- IT Infrastructure maintenance and development (networking, Windows and Linux servers, VMWare hosts, GitLab, Prometheus, Grafana, Zabbix, more...)
- Database development, maintenance and administration (Oracle, SQL Server, MongoDB)
- Functional and technical requirements analysis
- IT Support for colleagues and customers
- Development and maintenance of the Digital Preservation system, used both internally and by customers

EDUCATION

PhD in Operations Research

Sapienza University of Rome

November 2019 - January 2021 (dropped out)

M. Sc. in Computer Science

University of L'Aquila

September 2016 - March 2019

B. Sc. in Computer Science

University of L'Aquila

September 2012 - July 2016

STRENGTHS

Problem solver Team player Good communicator

Fast learner

OTHER THINGS

- I've been maintaining a Linux server in my parents' house since 2008
- I'm a Scout Leader and a member of the National IT Patrol of the AIGSEC (Italian branch of the Federation of Scouts of Europe), managing our IT infrastructure on both Azure and AWS
- I play the electric bass
- I'm a cat person
- I play Mario games

NOTABLE WINS

Compiled drivers for Linux on my first day of using it

In 2007, the Linux kernel did not include drivers for the WiFi card in my first laptop. I had to compile them to connect to the internet.

Cut a Docker build time from 5 hours to 20 minutes

A team was running the ARM64 builder on an x64 runner with QEMU. I switched to a native ARM64 builder and sped up build times by an order of magnitude.

Ran a whole Kubernetes cluster on a laptop

Our product had to be demoed in an air-gapped location in a different continent. I rewrote the Helm-based installer to run it inside a 1-node Kubernetes cluster running on a laptop.

SKILLS



LANGUAGES

Italian **English**