

# SPENCER SMOLEN

DEVOPS ENGINEER | KUBERNETES, GITOPS, & RELEASE AUTOMATION

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## PROFESSIONAL SUMMARY

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DevOps / Platform Engineer with 3 years of experience building Kubernetes-focused delivery platforms, GitOps release workflows, and automation for cloud-native microservice environments. Experienced standardizing Helm deployments, Vault-backed secrets management, Argo CD-based promotion patterns, observability dashboards, and internal Go tooling across 50+ services and multiple delivery environments. Strong background in production troubleshooting, developer enablement, and converting manual release operations into repeatable, observable platform workflows, with practical use of AI-assisted automation to accelerate DevOps engineering work.

## CORE SKILLS & TECHNOLOGIES

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<b>Cloud Platforms</b>	AWS (EC2, S3, EKS, IAM, Lambda), Google Cloud Platform, DigitalOcean
<b>laC &amp; Config</b>	Terraform, CloudFormation, Ansible, Helm, Hashicorp Vault
<b>Containers</b>	Docker, Kubernetes, Amazon EKS, Docker Compose
<b>CI/CD</b>	GitHub Actions, GitLab CI, Argo CD, CI/CD Pipeline Engineering
<b>Observability</b>	Prometheus, Grafana, Splunk, ELK Stack, New Relic
<b>Languages</b>	Python, Bash, Golang, YAML, SQL
<b>Practices</b>	GitOps, Release Engineering, Incident Response, AI-Assisted DevOps

## PROFESSIONAL EXPERIENCE

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### Senior TechOps Engineer

May 2024 – April 2026

*Scientific Games*

*Alpharetta, GA*

- Led Kubernetes enablement for Scientific Games' iLottery platform modernization, mentoring developers and technical decision-makers on cloud-native application design, containerization, and platform deployment patterns.
- Authored the GitOps strategy for multi-stage iLottery platform delivery across Dev, QA, UAT, and Production, enabling controlled promotion of platform components and application releases.
- Deployed and operated shared Kubernetes platform components across development, staging, and production environments, improving consistency of application delivery and reducing environment-specific release friction.
- Built proprietary umbrella Helm charts coordinating deployment of 50+ microservices, with standardized HashiCorp Vault and Vault Secrets Operator integration across all charts.
- Developed and documented reusable Helm chart patterns to improve consistency, maintainability, and operational reliability across Kubernetes deployments.
- Drove AI adoption within DevOps workflows, accelerating Helm chart development and QA practices; recognized as a key innovator and consulted by senior leadership, including the VP of Scientific Games, on broader AI strategies and use cases.
- Developed ilotteryctl, a Go CLI for daily platform administration, enabling terminal-based version inspection, environment configuration diffs, orphaned/stale resource cleanup, service restarts, and operational workflows across 50+ microservices and multiple environments.

- Built the iLottery platform's first JMeter-based automated validation test set for new Kubernetes deployments, enabling repeatable post-deploy checks and improving release confidence across Dev, QA, UAT, and Production.
- Created executive, management, and operations dashboards that surfaced platform health, application performance, and operational status across multiple iLottery environments.

## TechOps Engineer

Jul 2023 – May 2024

*Scientific Games*

*Alpharetta, GA*

- Led early Kubernetes architecture efforts at Scientific Games, designing deployment patterns for VMware/ vSphere-based datacenter environments, including storage, networking, and platform integration, before extending the operating model to AWS EKS.
- Helped stand up and manage 10+ self-managed Kubernetes clusters on-premises with EKS Anywhere, supporting production-grade platform operations across customer environments.
- Designed the foundational GitOps repository architecture for the iLottery platform's first Kubernetes deployment, leveraging Argo CD ApplicationSets to coordinate scalable, environment-aware deployments.
- Contributed to standardized Kubernetes deployment practices that reduced variance between customer-managed on-premises installations and cloud-hosted environments.

## Enterprise Technical Support Engineer

Jun 2021 – Jul 2023

*Citrix*

*Alpharetta, GA*

- Delivered advanced technical support for enterprise Mobile Device Management deployments across complex hybrid and multi-cloud customer environments.
- Investigated and resolved escalated production issues spanning MDM platforms, operating systems, APIs, web applications, identity integrations, VPN access, SMTP delivery, and network traffic.
- Built two custom internal support tools to streamline troubleshooting workflows: a ShareFile CLI/TUI client (sftui) for API-driven product support tasks and a Chrome extension that aggregated customer context from multiple authenticated internal dashboards into a single interface.
- Applied systems administration, application troubleshooting, and network forensics skills to diagnose root causes in unfamiliar enterprise environments under high-pressure conditions.
- Selected by management and the Director of Technical Support to serve as a Knowledge-Centered Services (KCS) Coach, helping improve the completeness, accuracy, and quality of Citrix Knowledge Base content.
- Contributed 100+ public and internal knowledge base articles covering enterprise mobility troubleshooting, platform behavior, and operational support workflows.
- Developed 30+ domain-specific Splunk dashboards that simplified troubleshooting for recurring support scenarios by surfacing relevant metrics, event data, and query results for lower-tier support teams.

## PROJECTS

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### Helm Chart Template Generator

2026

**Repo:** [github.com/kriipke/chartpress](https://github.com/kriipke/chartpress) | **Live:** <https://chartpress.dev/>

- Designed and built Chartpress, a full-stack Helm-chart generation platform in Go and React, turning a single declarative ChartpressConfig into a complete umbrella chart with per-service Deployment/ StatefulSet/DaemonSet subcharts, exposed as a Cobra CLI, an HTTP API, and a React/Vite web app..
- Authored a Kubernetes operator from scratch with client-go (custom CRD, dynamic informer + rate-limiting work queue, level-based reconcile state machine and finalizers) that renders charts on every reconcile, uploads artifacts to S3-compatible object storage, and publishes pre-signed download URLs — no controller-runtime dependency.

## GitOps Multi-Cluster Platform Template

2026

**Repo:** [github.com/kriipke/cookiecutter-gitops-multirepo](https://github.com/kriipke/cookiecutter-gitops-multirepo) | **Write-up:** [medium.com/@spencersmolen/helm-multirepo-gitops](https://medium.com/@spencersmolen/helm-multirepo-gitops)

- Cookiecutter generator for Helm-focused Argo CD GitOps repos that scaffolds ApplicationSets, bootstrap manifests, and per-cluster Helm values across dev/stage/prod, with CI-driven progressive promotion built on a multi-repo, multi-source architecture.

## Hashicorp Vault Filesystem Interface for Developers

2026

**Repo:** [github.com/kriipke/vaultsync](https://github.com/kriipke/vaultsync) | **Write-up:** [medium.com/@spencersmolen/vaultsync](https://medium.com/@spencersmolen/vaultsync)

- A Go command line tool & library that does bidirectional secrets sync between HashiCorp Vault (kv-v2) and local YAML files — pull secrets down, edit them as files, push them back.

## EDUCATION

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### B.S. in Philosophy

2011 – 2015

*Georgia State University*

*Atlanta, GA*