

Alexandre Burgoni (he/him)

DevOps Engineer



WORK EXPERIENCE

Apprentice Software / DevOps Engineer

Conduktor (full-remote), Montpellier, France

October 2022 - Today

- Develop Kubernetes Operator (Rust) to orchestrate Conduktor Platform
- Develop in-house tooling (Rust) to improve efficiency of our products
- Company wide monthly Rust meet to share knowledge
- Improve CI/CD workflows with GitHub Actions

Cloud Engineer intern

Ory, Gliwice, Poland

July 2022 - September 2022

- Developed tools (Golang) to manage Ory Network Cloud infrastructure
- Automated tests of monitoring solutions
- Reduced GCP infrastructure cost with intelligent de-provision of our stacks
- Improved monitoring stack and access management of internal apps with CloudflareD

EDUCATION

DevOps Engineer Training (Equivalent to Highly Qualified M. Eng.)

Polytech Montpellier ("École d'ingénieur", Montpellier, France)

October 2020 - October 2023

Developing software engineering skills for the cloud. Learning to engineer cloud native applications and operate on cloud infrastructure.

SCHOOL PROJECTS

Serverless Infrastructure from Scratch

January 2022 - Today

Serverless infrastructure from scratch using our own orchestrator (RIK) and systems (<150ms response time), built with Rust and Golang. [Demo upon request.](#)

Workloads Orchestrator in Rust

January 2021 - Today

Rust In Kube, "RIK" can orchestrate containers and microVMs (with runc and firecracker) with high availability, built in Rust. [Demo upon request.](#)

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22 years old

Tools & Technologies

Kubernetes, IaC, Helm, Containers, Linux, OpenStack, OKD, GitHub Actions, GitLab CI

Programming Languages

Rust, Golang, Typescript, Scala, C#

Languages

French (Native)
English (Advanced)



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References will be provided upon request.