

OMAR SHAIKH

DEVOPS/CLOUD ENGINEER
Masters in CS from San Francisco.

Mumbai, India

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Technical Skills

- **Languages:** Python, Shell Scripting, JavaScript, TypeScript, C++, C#.
- **Platforms/Technologies:** Amazon Web Services (AWS), Git, Software Development Life Cycle (SDLC), Cloud Computing, Docker, Kubernetes, Monitoring, Terraform, Ansible, Jenkins, Travis CI, VPC, S3, AutoScaling, CodePipeline, CodeBuild, CodeDeploy, EC2, ECR, EKS, Cloudwatch.

Experience

Sportz Interactive

Associate Manager - DevOps / March 2020 – Present - (1 year 3 months +)

- Migrated monolithic AWS Cloud infrastructure to a more secure multi-account setup via AWS organizations and AWS Control Tower.
- Completely re-designed and architected several Cloud and SDLC workflows.

Associate Manager - Innovation / March 2019 – March 2020 - (1 year 1 month)

- Tech lead of various AR and innovation initiatives.

Signal Garden

Project Lead / April 2017 – October 2018 - (1 year 7 months)

- Delivered the world's first ARCore Android App. Various projects involving DevOps, Unity3D, Docker & C++.

San Francisco State University

Lecturer in Computer Science / January 2016 – August 2017 - (1 year 8 months)

- Instructor for various upper division/grad courses.
- Invited for a talk at SIGCSE - Seattle, USA for new methods of teaching modern C++ using GitHub and TravisCI.
- GitHub blog link: <https://github.com/blog/2324-real-time-feedback-for-students-using-continuous-integration-tools>

IT Specialist – Drupal CMS / January 2015 – Aug 2016 - (1 year 8 months)

- Automated migration of 200+ Drupal websites from a multi-site architecture to single site structures for Pantheon.

Education

San Francisco State University - Master's in computer science / Jan 2017

University of California at Berkeley - Graduate student exchange / Dec 2015

Visvesvaraya Technological University - Bachelor's in computer science / 2013

Projects

Solar Simulator / 2016 - 2019

- Scientifically accurate Augmented Reality projection of the Solar system
- Featured on Google's Project Tango home page, Google I/O, Google Developers Blog & presented at the California Academy of Sciences.
- Localized to 10 languages. Worldwide launch.
- Built using the Unity3D game engine and C# scripting language.

Atom Visualizer / 2018

- The world's first ARCore app to be published on the Play Store.

Certifications

AWS Solutions Architect Associate – (May 2021)

