

FARHAN REZA SAPUTRA

DevOps Engineer | GameDevOps | Site Reliability Engineer

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PROFESSIONAL SUMMARY

DevOps Engineer with 5+ years of experience building CI/CD pipelines and cloud infrastructure for multi-platform game development. Specialized in GameDevOps: GitHub Actions pipelines for Unreal Engine, Unity, and C++ SDKs; self-hosted build farms on AWS with console SDK provisioning (PlayStation, Xbox, Nintendo Switch); and release automation to Steam and Perforce. Currently at AccelByte, embedded with 2K Games' core technology teams. Strong track record in root cause analysis, build cost optimization, and infrastructure as code. Certified Kubernetes Administrator (CKA).

TECHNICAL SKILLS

Cloud and Infrastructure

AWS (EC2, EKS, S3, RDS, VPC, CloudWatch, ElastiCache, OpenSearch, DocumentDB, AWS Budgets), Kubernetes, Terraform, Helm, Infrastructure as Code

CI/CD and Automation

GitHub Actions, Jenkins, Argo CD, Flux CD, Horde, Unity Cloud Build, self-hosted runners, reusable workflows, AMI baking, Bash, PowerShell, Python, build queue and concurrency design

Game Development Tooling

Unreal Engine (5.4-5.8), Unity, C++ build systems, Perforce Helix Core, Steamworks, console SDK provisioning (PlayStation 4/5, Xbox, Nintendo Switch), JFrog Artifactory

Observability and Reliability

Prometheus, Grafana, EFK stack (Elasticsearch, Fluentd, Kibana), CloudWatch, incident response, root cause analysis, post-incident reviews, cost monitoring and alerting

WORK EXPERIENCE

DevOps Engineer, Platform Engineering Team (Client: 2K Games)

AccelByte | Remote | July 2026 - Present

- Embedded with 2K Games' Platform Engineering team, working on internal platform infrastructure, CI/CD standardization, and deployment tooling serving engineering teams across the organization.
- Work with Argo CD and GitOps-based deployment workflows, managing Kubernetes deployment manifests and continuous delivery for platform services.

DevOps Engineer, SDK Team, GameDevOps (Client: 2K Games)

AccelByte | Remote | November 2025 - June 2026

- Migrated SDK JavaScript build, test, and deploy pipelines from Jenkins to GitHub Actions using modular reusable workflows shared across repositories, then decommissioned the legacy Jenkins instance.
- Core contributor to migrating Unreal Engine and Unity SDK CI/CD into a monorepo: implemented selective builds that trigger only changed projects, a multi-engine build orchestrator, and full multi-platform build and test coverage.
- Designed and implemented a PR build buffer with delayed triggers and a three-tier priority build queue (release, nightly, PR), reducing redundant builds and compute waste on self-hosted runners.
- Built and maintained golden AMIs and self-hosted EC2 runner fleets for Unreal Engine 5.4-5.7 with console SDK provisioning across Windows, Linux, PlayStation, Xbox, and Nintendo Switch, including dynamic runner pools that scale on demand.
- Automated game release paths: turned Steam deployment into a reusable workflow adopted across Unreal, Unity, and C++ repositories, and built Perforce release automation publishing monorepo builds into target streams.
- Root-caused runner health failures to EBS gp3 throttling (confirmed with AWS Support) and resolved via IOPS and throughput tuning in Terraform; separately eliminated CI instability caused by GitHub App token rate limiting by restructuring token generation.
- Led a fleet-wide GitHub Actions upgrade ahead of the Node.js 20 deprecation across SDK repositories, including root cause analysis of breaking action behavior changes.
- Improved developer visibility: built a CI/CD status dashboard on GitHub Pages, set up AWS Budget cost alerts to Slack, and automated mirroring of Unreal Engine source from Perforce into S3 and Artifactory.
- Evaluated Epic's Horde as a build automation platform for the SDK monorepo, delivering a proof of concept with constraint and cost analysis to inform the team's build platform direction.

Tools and Pipeline Engineer

AccelByte | Remote | May 2023 - November 2025

- Reduced infrastructure spend by approximately 40% by optimizing AWS resource allocation for game build systems.
- Automated game builds across six platforms, improving delivery speed and reliability for game development teams.
- Architected a Jenkins-on-Kubernetes (AWS EKS) build system for a UE5 multiplayer title supporting both Perforce and Git, automating dedicated-server delivery to AccelByte Armada and client builds to Steam.
- Built an automated Unity Cloud Build and GitHub Actions release pipeline for a live-service launcher title, replacing a 1-2 day manual release process with automated code signing, delta patching, and a manual production go-live gate.
- Right-sized a Jenkins CI master and its storage footprint for a console multiplayer title's build infrastructure, cutting that system's monthly cost by 86%.
- Replaced legacy Unreal Engine CI/CD with Horde, improving build performance and stability.
- Migrated Perforce Helix Core from on-premise to cloud infrastructure, improving scalability, performance, and availability for globally distributed development teams.
- Developed automation tooling in Bash and PowerShell for infrastructure provisioning, environment configuration, and dependency installation, cutting deployment friction with repeatable processes.
- Investigated and resolved Unreal Engine and Unity compilation issues through root cause analysis and proactive fixes preventing future build failures.

Site Reliability Engineer

AccelByte | Remote | December 2020 - May 2023

- Engineered resilient AWS environments optimized for uptime, performance, and growth across core backend services.
- Managed Kubernetes workloads on AWS EKS, improving scalability and deployment speed.
- Improved system observability with unified logging (EFK stack) and monitoring dashboards (Prometheus, Grafana), accelerating troubleshooting and issue resolution.
- Strengthened reliability through structured post-incident reviews and corrective actions.

CERTIFICATIONS

Certified Kubernetes Administrator (CKA), The Linux Foundation. Issued December 2024, expires December 2026. Credential ID: LF-ljwjg49c6c.

PCEP (Certified Entry-Level Python Programmer), OpenEDG Python Institute. Issued July 2023.

EDUCATION

Bachelor of Internet Engineering Technology, Universitas Gadjah Mada, Indonesia | August 2016 - November 2020 | GPA 3.49/4.00

ACHIEVEMENTS

- Co-developed and co-designed an award-winning game, Yogyakarta Global Game Jam 2024.
- Finalist, Bisa AI Data Engineering Competition, 2020.
- PPA Scholarship Recipient, 2017 and 2018.