Dakota Gallimore

Senior Cloud Engineer

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SUMMARY

Detail oriented Senior Cloud Engineer, capable of formulating thorough designs at all infrastructure layers from on-premise to multi-cloud with valuable problem solving skill sets. Considered outgoing by peers with well-mannered humor and proven mentoring abilities. Vast background in multiple technologies including AAA game development, Kubernetes orchestration, and Infrastructure as Code, enforcing best practices while maintaining operational excellence.

EXPERIENCE

Zenimax Online Studios / Senior Cloud Engineer - (GameOps Technical Lead)

01-2023 - PRESENT, Raleigh NC

- Established Infrastructure as Code standards with reusable/environment-specific separation and CI/CD workflows
- Mentored 4+ engineers on cloud-native practices, AAA MMO operations, and programming design
- Led game promotion pipeline implementation for backend services (on-premise to Azure and in Azure), and game data across dev/QA/staging
- Guided GameOps team on code reviews, acceptance criteria, and Agile practices
- Containerized and orchestrated backend servers on Kubernetes, achieving 99.9% uptime
- Architected distributed tiered environment management system with automated provisioning, reducing setup time from weeks to days

Zenimax Online Studios / Senior Cloud Engineer - Individual Contributor

07-2021 - PRESENT, Raleigh NC

- Deployed and maintained global Azure infrastructure using Terraform/Pulumi for AAA MMO supporting multi-region game realms
- Built enterprise observability platform integrating Splunk and Datadog metrics/logging pipelines
- Engineered custom Golang controllers for auto-scaling game servers across multiple Kubernetes clusters, successfully handling load testing scenarios
- Implemented unified access management across Azure/AWS with dynamic time-based allowlisting for distributed realms

1901 Group / Senior Cloud Engineer

09-2019 - 07-2021, Raleigh NC

- Designed and deployed multi-cloud RKE/K8s clusters with DISA STIG compliance using OPA, ensuring workload best practices
- Automated infrastructure and business processes with Terraform and Golang, implementing CI/CD pipelines using GitLab/Jenkins/Harbor
- Led service mesh POCs (Istio/Linkerd) and implemented Kubernetes monitoring stack with Prometheus/Grafana/Loki

1901 Group / Application Developer II

12-2017 – 09-2019, Christiansburg, VA

- Modernized legacy Oracle applications to microservice architecture on AWS, developing multiple MEAN stack applications with SocketCluster/Socket.io networking
- Architected ATF's AWS infrastructure and deployed applications across Openshift clusters spanning clearance boundaries

Dreams.Build / CEO & Founder

06-2012 – 12-2017, Christiansburg, VA

- Coordinated with startups across 23 countries to define software offerings and go-to-market strategies, including on-site prototyping
- Maintained multi-currency crowdfunding platform (WordPress/Stripe) and developed mobile/web experience guidelines

Freelance / Android Developer

06-2011 – 02-2016, Wise, VA

- Engineered and published Android app(s) to the Play store.
- Developed for the experimental Google Glass platform.

CERTIFICATIONS

Certified Kubernetes Application Developer

05-2019 -> 05-2022 Cloud Native Computing Foundation

Professional Cloud Architect

08-2020 -> 08-2022, Google Cloud Platform

Solutions Architect - Associates

03-2021 -> 03-2024, Amazon Web Services

COMPETENCIES

- **Cloud Platforms:** Azure, AWS, GCP
- **Container & Orchestration:** Kubernetes, Docker, Helm, Linkerd, Traefik, Cilium (eBPF), RabbitMQ (distributed Systems)
- **Infrastructure as Code:** Terraform, Pulumi, Ansible, CI/CD Development, Game Operations
- **Programming Languages:** GoLang, Python, Java, Typescript - Javascript, React, YAML, JSON, HTLM/CSS, Websockets, Protobuf, HCL API design
- **Monitoring & Observability:** Datadog, Splunk, Prometheus, Grafana
- **DevOps & Automation:** GitLab, Perforce, Git, TeamCity, Microservice designs

EDUCATION

University of Virginia's College at Wise / B.S. in Software Engineering
08-2009 -> 06-2015, Wise, VA

University of Virginia's College at Wise / B.S. in Computer Science
08-2009 -> 06-2015, Wise VA