

Alexander Sierputowski

Experienced IT and Systems Administrator with a comprehensive background in managing and implementing infrastructure solutions across multiple platforms. Proficient in a wide range of programming languages and tools, with a strong track record of building custom PC solutions and optimizing complex systems for enhanced operational efficiency.

EXPERIENCE

Cleveland-Print — System and Server Administrator 2021-2024

- Developed an automated printing system that increased revenue by 20% through integration of advanced scripting and network optimizations.
- Managed AWS cloud network setups and optimized customer-facing web applications, enhancing user experience and reliability.

Nomnivore Games — Project Manager 2020-2022

- Spearheaded logistics for online and convention sales, moving over 20,000 units through strategic planning and vendor negotiations.
- Enhanced social media presence and community engagement through targeted ad campaigns and influencer partnerships, resulting in a successful kickstarters raising over \$90,000.

Level 99 Games, UI/UX Designer & Pipeline Engineer 2019-2020

Designed intuitive user interfaces and automated data entry processes for artist tools using Adobe InDesign and JavaScript, enhancing productivity and reducing data entry errors rates by over 60%.

We Can Code IT, Instructor summer of 2018

Led courses in web development using HTML, CSS, JavaScript, and systems administration, achieving a 100% student pass rate on certification exams.

TRG Marketing, IT Support & Server Architect 2016-2018

Assembled 24 high-performance PCs for a server farm and developed automated 3D Modeling Conversion systems using Python, reducing processing times by 30%.

Tarkett, IT Help Desk 2014-2016

Provided technical IT support to customers and developed and configured over 300 workstations for a new office using Windows Deployment Services, enhancing network efficiency and employee productivity.

PROJECTS

GameDirection & DreeBot — Founder 2014-Present

- Designed and implemented a fully automated cloud server using Kubernetes Talos, ARGO, Discord Bot for efficient cluster management.
- General Consultant of Technology and Game Design.

[linkedin.com/in/gamedirection](https://www.linkedin.com/in/gamedirection)
Cleveland, Ohio (EST)
Alex@Gamedirection.net
(216) 200-8735

SKILLS

Programming Languages:
Python, JavaScript, Java, C#, C++. HTML, CSS, GO

Office: Customer Support, Sales and Marketing, Design

Systems:
Linux - Debian, Arch, Ubuntu | Windows | Mac

Database Management:
SQL, JSON, YAML

Tools: Kubernetes, AWS, BTRFS, RAID configurations, Microsoft 365, Azure

Certificates

AWS Certified Solutions Architect Professional (2020)

ITIL 4 Foundation IT Service Management (2018)

HDI Support Certifications (2018)

CompTIA A+, Cloud+, Security+, Linux+ (2014)

EDUCATION

Cleveland Institute of Art, Bachelor of Fine Arts in Game Development, (2014-2018)

Cuyahoga Community College, Bachelor of Science in Information Technology (2011-2014)