

Grigorii Taburov

Senior Infrastructure Engineer

Open to remote work, contract roles, and relocation

Infrastructure Engineer with 13+ years of experience in software development and production operations, including nearly four years working with large-scale Linux infrastructure in banking. Developed automation and internal services for a fleet of over 10,000 hosts and built an AWS GPU/ML platform supporting approximately 15 ML engineers across two projects.

Core stack: Linux, Puppet, Ansible, Go/Python, AWS

TECHNICAL SKILLS

Infrastructure	Linux (RHEL/OEL/CentOS), Puppet, Ansible, Foreman, AWX, KVM, Proxmox, VMware, DNS, SSSD/LDAP, Kerberos
Cloud	AWS, EC2, IAM, VPC, S3, EFS, Aurora/RDS, CloudWatch, Bedrock
Development	Go, Python, C++, PHP, Bash, REST API, Git, CI/CD
Platform	Docker, Docker Compose, HAProxy, Nginx, Squid, ocserv/OpenConnect
Data / Monitoring	PostgreSQL, MySQL/MariaDB, MS SQL, Redis, Kafka, Qdrant, ClickHouse, Airflow, Grafana, Zabbix
ML / AI Infrastructure	NVIDIA GPU, LLM inference, llama.cpp, FastAPI

PROFESSIONAL EXPERIENCE

Senior Linux Administrator — Infrastructure Engineering & Automation

Kaspi Bank JSC, Kazakhstan

Dec 2022 — Sep 2026

Developed and deployed solutions in a large-scale, segmented Linux environment with restricted access between network segments. Configured the network connectivity and service access needed for automation, internal applications, and platform solutions.

- Designed and launched an AWS GPU/ML platform from scratch for approximately 15 ML engineers across two projects, supporting model training and inference, data storage, and ML pipelines. Used GPU-enabled EC2 instances, Aurora PostgreSQL, S3/EFS, and a containerized stack. Configured access controls, monitoring, and backups.
- Developed and deployed a Go client on over 10,000 Linux hosts to apply domain access rules from a centralized access management system.
- Designed and deployed production HAProxy infrastructure for critical payment services, including VTS and 3D Secure, with SSL termination and backup routing. This backup infrastructure later became the primary setup.
- Developed a system to identify potentially unused VMs using 10+ indicators. Identified 99 candidates; 27 VMs were decommissioned, freeing 113 vCPUs and 353 GB of RAM.

- Developed an internal Java inventory and tracking application integrated with Foreman, Ansible, CMDB, and Microsoft SQL Server. Scans over 8,000 hosts, tracks Java distributions and system owners, and sends notifications. Identified Oracle Java on 370+ hosts among more than 4,400 systems running Java.
- Maintained and extended Puppet configurations for the Linux fleet: migrated the infrastructure to Puppet 8, developed manifests and facts, and integrated Puppet with AWX and Git. Automated configuration checks, audit evidence collection, and enforcement of PCI DSS requirements for access controls and security settings.
- Collaborated with information security teams on vulnerability remediation and OS updates for systems within PCI DSS scope and other sensitive environments. Performed updates using preconfigured automation as well as other update methods.
- Automated server decommissioning and deployment of ClickHouse and Elasticsearch clusters, reducing manual work and the risk of human error.
- Operated AWS infrastructure and 50+ proxy servers across multiple regions; automated IP rotation and optimized EC2 instance selection. Configured access controls, network restrictions, and log forwarding to the SOC for AWS and AI infrastructure.

Game Developer / Co-founder

Sep 2013 — Dec 2022

Independent Game Development

Developed software, backend services, and production infrastructure, and contributed to technical game design for seven released commercial PC games and related products. Co-founded some of the projects. Combined portfolio revenue exceeded \$1 million. Worked in teams of up to 15 people.

- Developed backend services and microservices supporting communication between games and client applications, including anti-cheat solutions.
- Administered production Linux servers and MySQL databases, handling debugging, deployment, and ongoing support.
- Developed gameplay systems and mechanics using Unreal Engine 4 / C++, and previously Unity / C#.
- Contributed to technical game design, releases, and ongoing commercial operations through Steam/Steamworks.

EDUCATION

Moscow State University of Culture and Arts, 2009

Organization Management, qualification: Manager, Master's Degree