

RODRIGUE CLOUTIER

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RELEVANT EXPERIENCE

Technical Lead – Managed Kubernetes

Ubisoft | Montréal, Qc | 2023 – present

- Oversee service to manage cloud provider agnostic Kubernetes clusters (AWS, GCP, Internal Ubisoft cloud).
- Oversee technical direction for managed observability (logging, metrics, alerting), tracing and gateways stacks.
- Oversee technical direction on multi-tenant Platform as a Service.
- Oversee technical direction of a managed internal Kubernetes system using Rancher.
- Provide guidance, support for a team of 30 engineers.

Technical Lead – Managed Kubernetes

Ubisoft | Montréal, Qc | 2018 – 2022

- Developed a service using Rancher for internal Kubernetes clusters
- Technical leadership for team and external department.
- Member of the inner source and open source committees at Ubisoft
- Technical interviewer for Kubernetes positions

AI Developer – Engineering Core

Element AI | Montréal, Qc | 2018-2019

- Provided company wide cross-products technical support
- Implemented SOC2 compliant process and infrastructure automation

Technical Lead Online

Ubisoft | Montréal, Qc | 2016 – 2018

- Developed a Kubernetes based platform for major games services
- Contributed to the Kubernetes ecosystem
- Provide company wide technical training on Kubernetes and Docker
- Provide technical leadership for a distributed team of 30 engineers.
- Keep the internal cloud community up to date

Senior Online Programmer

Ubisoft | Montréal, Qc | 2014 - 2016

- Optimized online platform management tool to help ship major game
- Modularized the delivery pipeline to Increase online game programmers' productivity.
- Provided leadership while migrating the online platform to Git

SKILLS

Kubernetes, Docker, Helm,
Golang, Python, C#, Typescript
Git, Terraform, Pulumi
OpenStack platform
Google Cloud Platform
Amazon cloud platform
Distributed systems patterns
Agile development
Remote work

CONTRIBUTIONS

Kubernetes sig-apps attendee

Presentations

- [Developing on Windows.](#)
[Deploying on Linux](#)
- [Helm journey at Ubisoft](#)

[Helm](#)

[Draft](#)

[Kubeless](#)

[Kubernetes](#)

[Minikube](#)

EDUCATION

Université du Québec à Rimouski
Bachelor in Marine Biology

Digipen Computer Graphic School
Certificate in Game programming

COMMUNITY

Volunteer Coding Teacher

Kidcodejeunesse | 2015-2017