

# Dino Duvnjak

## DevOps Engineer | Technical Lead | Cloud & Real-Time Platforms

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### SUMMARY

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**DevOps Engineer** and technical lead with 10+ years of experience across **cloud infrastructure, CI/CD, real-time platforms, Unreal Engine, Pixel Streaming, and web systems**. Strong hands-on background in **AWS, Terraform, Jenkins, GitHub Actions, observability, Linux, and end-to-end delivery pipelines**. Experienced in leading cross-functional teams, defining **technical roadmaps**, and connecting engineering execution with product and business goals. Combines deep **platform engineering** expertise with real-time systems and startup leadership, including founder and external technical consulting experience.

### TECHNICAL SKILLS

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- **Cloud & Infrastructure:** AWS, EC2, ECS, ECR, S3, CloudFront, Lambda, DynamoDB, Cognito, IAM, VPC, GameLift, CloudWatch, Terraform, CloudFormation
- **DevOps & Delivery:** CI/CD, Jenkins, GitHub Actions, Docker, Bash, Python, Linux, Infrastructure as Code, deployment automation
- **Monitoring & Security:** Prometheus, Grafana, alerting, observability, runbooks, SSO/SAML, internal tooling security
- **Game / Real-Time Systems:** Unreal Engine 4/5, C++, Blueprints, UMG, Pixel Streaming, dedicated servers, multiplayer systems
- **Web / Backend:** React, Flask, Angular, Vue.js, Node.js, WebRTC
- **Version Control & Collaboration:** Git, Perforce, Plastic SCM, Jira, Confluence, Notion, Scrum / Agile
- **AI-assisted engineering:** Claude Code, Claude Desktop, Hugging Face, local LLM workflows

### PROFESSIONAL EXPERIENCE

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#### LEMURIAN LABS

##### DevOps Engineer

March 2025 – Present

- Designed and implemented infrastructure automation across internal platforms using **Terraform, AWS, GitHub Actions, and CPLN**, improving deployment consistency and reducing manual operational work.
- Built monitoring for **Tailnet-protected internal services** using **Prometheus, Grafana, and Slack alerting**, enabling proactive issue detection in non-public environments.
- Automated **Tailscale** auth key lifecycle management including key creation, rotation, validation, and monitoring, improving security and reducing manual secret handling.
- Centralized **Terraform** state and provider configuration across environments, improving maintainability, **CI/CD** reliability, and infrastructure governance.
- Improved internal platform security by reducing unnecessary public exposure, enforcing restricted access

patterns, and supporting **SSO-based** observability workflows.

## **INNOAVI / FITSPACE**

### **External Technical Consultant / Technical Lead (Contract)**

May 2025 – Present

- Serve as external technical consultant for Fitspace, a virtual fitting platform built on **AWS, Unreal Pixel Streaming, React, and Flask**, enabling users to try branded clothing on avatars.
- Lead delivery across a cross-functional team of 1 DevOps engineer, 2 frontend developers, and 1 Unreal developer.
- Designed and scoped platform architecture covering **Terraform, AWS networking, IAM, ECS/EC2, GPU workloads, CI/CD**, monitoring, and deployment automation.
- Directed technical planning for **Pixel Streaming, WebRTC**-related infrastructure, environment strategy, access control, and operational readiness.
- Coordinated infrastructure discussions with cloud advisors and **Google**, acting as a de facto external technical lead / fractional CTO for the platform.

## **TRIVI TROOPS**

### **Founder / CEO & Product Owner**

October 2024 – Present

- Founded and lead development of Trivia Troops, an alpha-stage game project, owning product direction, prioritization, and execution.
- Coordinate a cross-functional team spanning development, **game design, QA/testing, visual design, community, and financial planning**.
- Drive roadmap and production decisions from concept through **alpha, balancing gameplay quality, technical scope, and business constraints**.
- Oversee both product and operational execution, demonstrating founder-level ownership across strategy, delivery, and team alignment.

## **CTK - CENTRAL TEHNIČKE KULTURE RIJEKA**

### **Lecturer / IT Instructor**

February 2025 – Present

- Deliver a 2-month Bootcamp IT course covering **HTML, CSS, JavaScript, React, and Flask** through hands-on web development training.
- Lead a 3-month Shift for IT course covering broader IT topics including **project management, design, and Agile methods**.
- Teach students with different experience levels, strengthening mentoring, communication, and curriculum design capabilities.

## DEBORD

### Lead Developer

July 2023 – December 2024

- Led development team and contributed to the project's technical roadmap and implementation strategy.
- Coordinated the game development team and UI/UX collaboration, maintaining code quality, conventions, and delivery focus.
- Implemented **gameplay, frontend, and server-side systems**, including **HUD** and interaction systems using **UMG, Slate, and UI materials**.
- Designed and implemented a **Jenkins**-based deployment system across multiple environments, significantly improving build stability and development speed.
- Established and maintained **Perforce**-based version control workflows to support scalable team collaboration.

## SURREAL EVENTS

### Core Unreal Engine Developer

December 2021 – January 2023

- Designed and implemented a custom **Pixel Streaming module**, reducing frontend-to-game communication setup time by **50%**.
- Restructured the codebase into modular plugins, improving maintainability and scalability across client projects.
- Developed a custom online subsystem for **AWS GameLift**, including tailored matchmaking and analytics capabilities.
- Built backend architecture with **AWS Lambda and DynamoDB**, plus dedicated servers and CI/CD pipelines using **Python and Jenkins**.
- Led delivery on major client workstreams, distributed tasks across team members, and maintained technical documentation.

## ENTERAGORA, Within International

### Lead Unreal Engine Developer

March 2021 – December 2021

- Developed and deployed client/server pipelines with **Batch and Jenkins**, improving development stability and release workflows.
- Added Linux support, resulting in faster packaging and a **30% reduction in production costs**.
- Delivered **10+ custom game features** and implemented Pixel Streaming infrastructure supporting game and web experiences across platforms.
- Built secure authentication systems using **AWS Cognito and DynamoDB**.
- Maintained project versioning in **Plastic SCM and Git** and collaborated with designers on responsive UI/UX implementation.

## EBB SOFTWARE – SCORN

### Unreal Engine Developer

August 2016 – March 2021

- Contributed to the shipped title **Scorn**, with major work on audio systems, debugging tools, UI systems, and internal development tooling.
- Designed ambient sound zones and dynamic music systems that **halved setup time** and improved adaptation to gameplay context.
- Extended the Gameplay Debugger and built custom sound visualization and debugging tools, improving efficiency and audio realism.
- Developed internal tools for prototyping, including a modular VFX system, replay system, and custom exponential fog system.
- Implemented internal Linux/Git infrastructure and created a custom multi-input plugin for PC.

## PROSPEH

### Web Developer

May 2014 – July 2016

- Built pixel-perfect frontend pages and Angular components, including mobile app work with **Ionic**.
- Developed an API gateway for backend communication.
- Improved deployment workflows using Git-based automation, reducing iteration and testing time.

## EDUCATION

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### SAE Institute

Bachelor of Science

Belgrade, 2013 – 2015

## ADDITIONAL INFORMATION

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Awarded **Best Browser Game** at college for *Helicopter Shooter*

Earlier experience includes team and operations responsibility in advertising management