

Contact

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Top Skills

Networking
Firewall Configuration
Hotspot Configuration

Certifications

Kursus Javascript
Kursus Git
Kursus Node.js

Honors-Awards

2nd Typing Competition in Microsoft
Office Word
1st Microsoft Office Word Typing
Competition
3rd Microsoft Office Word Typing
Competition

I Made Ocy Darma Putra

SysAdmin/DevOps/Backend
Bali, Indonesia

Summary

I am a DevOps & Infrastructure Engineer with a strong background in system administration, backend operations, and developer platform engineering. Over the years, I've worked across cybersecurity, telecommunications, gaming, and cloud-native environments building reliable infrastructure, enabling automation, and supporting engineering teams at scale.

My journey started in networking and system support, then expanded into virtualization, DevOps tooling, CI/CD, automation, and Kubernetes. I've managed on-prem datacenters, deployed microservices across Kubernetes clusters, built developer platforms, and created internal tooling using Golang.

I enjoy solving infrastructure problems, improving developer productivity, and researching new technologies that can make systems faster, safer, and more scalable.

What I work with:

- DevOps & Automation: Jenkins, GitLab CI, GitHub Actions, TravisCI
- Infrastructure: Proxmox, VMware Tanzu, Bare-metal, CloudStack, AWS
- Containers & Orchestration: Docker, Docker Compose, Kubernetes
- Backend & Internal Tools: Golang, Python, Node.js
- Networking & Zero Trust: MikroTik, Ubiquiti, ZeroTier
- Monitoring & Logging: Grafana, Prometheus, Graylog, cAdvisor, New Relic
- Databases & Storage: PostgreSQL, MongoDB, Redis, ElasticSearch, MinIO
- Security & Reliability: Firewalls, SSH hardening, basic cybersecurity principles

Beyond my professional roles, I also founded Datenshi Games Indonesia, where I built and operated a multi-game platform serving thousands of users giving me real-world experience in scaling services, managing traffic, and maintaining high-availability environments.

I'm always learning, always experimenting, and always aiming to build infrastructure that developers love and businesses can rely on.

If you'd like to discuss DevOps, internal platforms, cloud-native systems, or just share ideas--feel free to connect.

Experience

PT ITSEC Asia Tbk

2 years 10 months

Junior DevOps Engineer

February 2025 - Present (1 year)

Jakarta, Indonesia

- Develop and deploy cybersecurity-related internal tools, primarily using Golang, to support automation and infrastructure reliability.
- Maintain and enhance Kubernetes clusters, ensuring stable and secure workloads across environments.
- Manage Hybrid infrastructure (On-Prem & Cloud), including server provisioning, observability, and performance tuning.
- Design foundational automation workflows to align all engineering projects with SDLC best practices.
- Collaborate with R&D teams to improve CI/CD pipelines, environment consistency, and deployment processes.

System Administrator

July 2023 - February 2025 (1 year 8 months)

Jakarta, Indonesia

- Oversee deployment and lifecycle management of R&D products across virtualized environments.
- Administer Proxmox, including VM provisioning, lifecycle management, and environment optimization.
- Implement monitoring using Grafana, Graylog, and system-level metrics to ensure high service reliability.

- Manage CI/CD through Jenkins, supporting collaboration between backend and frontend developers.
- Maintain on-premises GitLab, ensuring secure SCM, runner availability, and workflow standardization.
- Participate in the team's transition toward containerization and Kubernetes adoption.

DevOps Engineer

April 2023 - July 2023 (4 months)

Jakarta, Indonesia

During my probation period, I focused on understanding the company's cybersecurity products and building the foundational infrastructure required for the engineering teams. I spent the first month learning the product architecture and preparing essential internal developer platforms.

Key Contributions:

- Set up core development tools including Jenkins, SonarQube, GitLab, and BookStack to support CI/CD, code quality, and documentation workflows.
- Provisioned and managed Proxmox VMs (pre-cloud phase), preparing isolated environments for backend and frontend developers.
- Worked directly with engineers to integrate their repositories and automate deployments to VMs using Docker.
- Built Dockerfiles for frontend applications and created docker-compose configurations to simplify local and staging environment setup.
- Researched and implemented early automation in Jenkins, aligning pipelines with each team's repository structure.
- Established VM-to-VM connectivity using static IP configurations and ZeroTier for Zero-Trust networking across different Proxmox nodes.
- Investigated and tested developer-focused services such as MinIO, SeaweedFS, FerretDB, MongoDB, PostgreSQL, and Redis to determine suitable platforms for product development.
- Experimented with Kong API Gateway, configuring routes and services to unify multiple backend services under a single gateway endpoint.

Summary:

I played a hands-on role in preparing infrastructure, enabling developer productivity, and experimenting with tools that would later support the company's cybersecurity product ecosystem. This period strengthened my

foundational DevOps skills across CI/CD, virtualization, networking, and internal tooling.

Datenshi Games Indonesia

Founding Director

April 2020 - Present (5 years 10 months)

Denpasar, Bali, Indonesia

- Founded and scaled Indonesia's firstosu! private server and multi-game environment, serving 2,000+ registered users.
- Lead development, architecture, and operations across backend services written in Go, Python, PHP, Java, and Node.js.
- Maintain game infrastructure including security, networking, and performance-critical backend services.
- Implement CI pipelines using GitHub Actions and manage deployments using monolithic and service-based approaches.
- Develop documentation for internal teams and community users, improving onboarding and project clarity.
- Manage Linux servers, firewalls, logging, and monitoring to ensure highly available gaming services.

Fibr Corp.

DevOps Engineer

December 2023 - April 2024 (5 months)

Jakarta, Indonesia

- Built and maintained infrastructure on VMware Tanzu Kubernetes Grid, supporting microservice-based development.
- Designed CI/CD workflows to deploy microservices through Jenkins into Kubernetes environments.
- Managed deployments and configurations for critical external platforms such as Keycloak, Kafka/Zookeeper, Harbor, PostgreSQL, and Redis Cluster.
- Supported Git operations and repository structure optimization for engineering teams.

PT. ICE Messenger Indonesia

DevOps Engineer

July 2022 - April 2023 (10 months)

Jakarta, Indonesia

- Developed multi-platform CI/CD pipelines using Jenkins, GitHub Actions, TravisCI, and GitLab Pipelines.

- Built a private Docker registry using Harbor to streamline image distribution across environments.
- Managed datacenter bare-metal servers including deployments, troubleshooting, and service availability.
- Configured reverse proxy routing and DNS using NGINX and Cloudflare.
- Set up and maintained databases: MongoDB, MySQL, Redis, ElasticSearch, including replication setups.
- Managed virtualization with Proxmox for developers (VM & Container workloads).
- Implemented secure Linux firewalls (iptables, fail2ban, UFW) and enhanced SSH hardening.
- Deployed and maintained monitoring stacks: Prometheus, Grafana, cAdvisor, New Relic, and Statuspage.
- Built a private cloud infrastructure using CloudStack and operated AWS (EC2, CloudWatch, S3, Route53).

PT Universal Broadband

Network Technical Support

February 2019 - July 2022 (3 years 6 months)

Denpasar Area, Bali, Indonesia

- Troubleshoot and maintained enterprise and residential network infrastructure.
- Installed and configured networks using MikroTik (DHCP, VPN, Firewall, Hotspot, Queue, RouterOS API) and Ubiquiti systems.
- Performed CCTV installation, maintenance, and network integration.
- Provided customer education and technical support for network services.

DISC COMPUTER SYSTEM

Computer Technician

August 2018 - December 2018 (5 months)

Indonesia

- Repaired laptops, PCs, printers, and peripheral devices, diagnosing hardware/software issues.
- Installed OS environments and optimized system performance.
- Supported school clients with scheduled maintenance and IT troubleshooting.

Education

Universitas Terbuka

Bachelor's degree, Information Systems · (September 2022)

SMK TI Mengwitani

Vocational High School, Computer and Network Engineering · (2015 - 2018)

SMP 3 Tabanan

Middle School · (2013 - 2015)

SDK Santa Maria Immaculata Tabanan

Elementary School · (2006 - 2012)