

Enrique C. Dela Peña Jr.

Platform & DevOps Engineer

Metro Manila, Philippines (UTC+8) · Remote preferred, hybrid in the Philippines · Full-time or contract
hire@galaxxigames.com · enportfolio.galaxxigames.com · linkedin.com/in/enrique-dela-pena-jr · github.com/trake25

PROFILE

I build and automate the systems that keep software running. My career started in enterprise network operations, moved through software QA, and now focuses on platform and DevOps engineering.

TECHNICAL SKILLS

Cloud & IaC — AWS (EKS, EC2, ElastiCache, IAM, Budgets), Terraform, Kubernetes, Docker, Linux, Redis, Cloudflare (Workers, R2, Tunnel)

CI/CD & Release — GitHub Actions, Jenkins, composite actions, OIDC federated CI identity, gated multi-environment deploys, artifact hash verification, Google Play Publisher API, Play Console, TestFlight

Networking & Reliability — NOC operations, incident and escalation management, fault isolation, failover verification, high-availability design, SD-WAN, WAN/LAN/WLAN/IPVPN/DIA, Cisco, HP Aruba

Security & Quality — IAM policy scoping, short-lived credentials, secrets management, Zero Trust access (Okta, Twingate); test plan and case design, regression and exploratory testing, automated suites in CI, Jira, TestRail, Confluence

Programming & AI-assisted delivery — Node.js, Python, Bash, GDScript, Java/Kotlin, C#, Godot; agentic coding workflows, specification-first review loops, context and token budgeting

KEY PROJECT

Top or Drop — real-time multiplayer game and its platform

Mar 2026 – Present

Terraform · AWS EKS/EC2/ElastiCache · Kubernetes · Docker · GitHub Actions · Node.js · Redis · Godot · Cloudflare — playable at toddemo.galaxxigames.com, source at github.com/trake25/Corp-Tower

- Built the whole system: Terraform-managed AWS infrastructure, an authoritative Node.js WebSocket server on Redis shared state, and a Godot client that renders server state and never computes outcomes itself.
- Ran production, staging and development as separate targets with their own networking — the EKS path written and tested, held deploy-on-demand until release, while staging and development share one already-paid-for Linux machine reached through a Cloudflare tunnel.
- Designed GitHub Actions pipeline deploying to five destinations through shared composite actions; only development self-deploys on push, every other target clears a gate first.
- Established CI identity through OIDC with no standing credentials, per-environment credential isolation, and platform-enforced encryption, tagging, quota and budget rules.
- Defined the entire platform as code so it can be destroyed and rebuilt from one source, with the deploy itself as the test — it halts before installing anything if the previous apply never completed.

EXPERIENCE

QA Tester

Sep 2025 – Present

Amber · Philippines, on-site

- Execute and document game testing end to end — bug identification, tracking and regression verification — to safeguard release quality.
- Design structured test plans and cases across functional and developmental QA, feeding into QA strategy and cost estimation.
- Work daily inside Jenkins pipelines, Git/GitHub, ZTNA and authenticator-gated access, and build distribution systems as part of the release workflow.
- Propose tools, workflows and QA practices that reduce repeat effort rather than absorbing it.

Indie Game Developer

Jan 2025 – Present

Galaxxi Games (freelance) · Remote

Shipped: *SpaceSheeps Pinball*, live on Google Play since June 2025 — play.google.com/store/apps/details?id=com.galaxxigames.spacesheepspinball

- Co-developed *SpaceSheeps Pinball* in Godot 4 and took it from prototype to a full Google Play release.
- Integrated Google Play Sign-In, leaderboard and in-app donation APIs into a live production app using Java/Kotlin.
- Owned the full lifecycle — gameplay logic, Android build and signing, store submission and post-release QA.

Career break

May 2021 – Dec 2024

Philippines

- Full-time family caregiving alongside a residential construction project and continued technical study.

Network Engineer Specialist — Client Service Assurance

Dec 2019 – Apr 2021

Verizon Business · Philippines, hybrid

- Monitored and maintained VoIP, IPVPN, WAN, LAN, WLAN and DIA circuits for a multinational retail enterprise's U.S. operations.
- Handled alarm detection, automated ticketing, fault isolation and failover verification to keep services up through incidents.
- Resolved escalations on bridge calls with engineers, users and internal teams, investigating recurring faults with RFC, BERT, OTDR and CLI/SSH tooling.
- Received Customer Excellence and Supervisor's Choice awards for support during the COVID-19 pandemic.

Lead Technical Network Operations Engineer

Jun 2017 – Dec 2019

Globe Telecom · NCR, Philippines, on-site

- Led a nine-engineer NOC team, coordinating operations and first-level escalations.
- Owned first-level escalations for enterprise circuits, driving fault resolution and service continuity.
- Evaluated newly provisioned circuits for resiliency, design compliance and reliability, and coordinated outages, migrations and maintenance windows with Field Operations.

Network Operations Engineer

Jun 2016 – Jun 2017

Asticom Technology Inc. (deployed to Globe Telecom / DRI) · Mandaluyong, Philippines

- Handled fault monitoring, escalation and ticket resolution for METRO-E, DIA and IPVPN enterprise circuits.
- Traced recurring outages back to their cause and recommended circuit resiliency improvements.

Network Operations Engineer

Jul 2015 – Jun 2016

ECI (deployed to Smart Communications Inc.) · Makati, Philippines

- Provisioned, tested and activated 3G/LTE services across SDH and Data Link layers in transmission networks.
- Monitored alarms via NMS, performed first-level fault isolation, and covered on-call support for live testing.
- Served as Tier 1 Shift Lead from January to June 2016, handling shift turnover and task coordination.

EDUCATION & CERTIFICATIONS

BS Electronics and Communications Engineering — University of the East · 2008 – 2014

Licensed Electronics Engineer — Professional Regulation Commission (PRC), Philippines · October 2014

Nokia-Huawei SD-WAN Training — Globe Telecom · April 2018 · 32 hours, virtual WAN operations