

Edwin de Jong

Lead DevOps Engineer

info@edwindejong.net
Sande i Vestfold, Norway
linkedin.com/in/jongdeedwin
github.com/eddownw

PROFILE

I'm a Lead DevOps Engineer at Kongsberg Discovery, where I modernize CI/CD and Azure platform infrastructure, and coach engineers on working with AI tools.

Before that I worked on infrastructure at Nord Pool, one of Europe's power exchanges, and was the only technical lead on an event platform at Tappin.

Outside of work I've spent more than ten years building Ugaris, an MMORPG I played as a kid, and running the homelab it lives on.

EXPERIENCE

Lead DevOps Engineer · Kongsberg Discovery

Apr 2025 - Present · 1 yr 7 mo

Horten, Norway · Hybrid

- Modernizing CI/CD across Azure DevOps and writing the reference pipeline definitions other teams now build, test and deploy from.
- Leading large Azure infrastructure migrations with minimal disruption to production.
- Running Azure DevOps governance: branch policies, service connections, variable groups and repository conventions.
- Writing Terraform and Ansible for Azure, so provisioning across landing zones and subscriptions is reproducible and auditable.
- Designing the platform on AKS, Azure Container Registry and Azure Monitor.
- Coaching engineers on using LLMs day to day, including GitHub Copilot, OpenCode and AGENTS.md-driven workflows.

Azure · Azure DevOps · AKS · Terraform · Ansible · Azure Monitor · ACR · Prometheus · Grafana

DevOps Engineer · Nord Pool

Oct 2022 - Mar 2025 · 2 yrs 6 mo

Oslo, Norway · Hybrid

- Led a migration of infrastructure between Azure Intune environments with minimal downtime.
- Wrote and maintained the Terraform for Azure, replacing manual provisioning.
- Built hardened CIS images with Ansible as part of the Azure security baseline.
- Helped design Landing Zones to strengthen security and compliance.
- Negotiated vendor contracts that cut costs significantly without lowering service quality.
- Took part in the 24/7 on-call rotation for incident response.

Azure · Terraform · Ansible · Kubernetes · ArgoCD · Kafka · GitHub Actions · Cloudflare · Prometheus · Grafana

Senior Software Engineer → Technical Lead · Tappin

May 2019 - Oct 2022 · 3 yrs 6 mo

Oslo, Norway

- Took over all technical operations as the company's only technical lead.
- Led the rewrite of an outdated PHP version, improving both performance and security.
- Designed, built and ran the high-traffic event platform, including live chat, voting and speaker management.
- Hired, trained and mentored a new technical team.
- Kept a large legacy application running while modernizing its key components.

PHP · Laravel · AWS · Kubernetes · MySQL

UGARIS MMORPG

Open-source MMORPG · ugaris.com · Live · Steam release coming soon

- Forked and modernized the open-source Mercenaries of Astoria C codebase into a live, free-to-play MMORPG, and have run it in production since 2014.
- Migrated every raw memory-dump BLOB of quest, NPC and character state into normalized relational tables over several months, with reversible migrations and no player data lost.
- Rebuilt the data layer around connection pooling, ProxySQL, a three-node replicated MariaDB cluster with Flyway migrations, and Valkey as the message bus between game areas.
- Moved from bare metal to Docker, then to Ansible-managed VMs with separate dev, pre-production and production environments and full CI/CD.
- Replaced the SDL client and Electron launcher with a single Godot client: a rebuilt interface, zoom and lighting, a rendered minimap and world map, voiced NPCs, and Steam ticket sign-in so passwords never go over the wire.
- Built a Rust gateway that keeps one player connection open and routes logins and area transfers between server instances.
- Rewrote the web stack as a Rust API with a SvelteKit frontend, after earlier versions in Go and Astro.
- Automated Steam releases: new client and resource builds go to an internal-testing branch automatically, and get promoted to the public branch after approval.

C · C++ · Godot · Rust · SvelteKit · Python · MariaDB · Flyway · Valkey · ProxySQL · Docker · Ansible · Steamworks

SKILLS

Cloud & Infrastructure

Azure, AKS, Kubernetes, Talos Linux, Proxmox VE, ZFS, Cloudflare, AWS

Infrastructure as Code

Terraform, Ansible, Sealed Secrets, Helm

CI/CD & GitOps

Azure Pipelines, GitHub Actions, ArgoCD, Docker

Observability

Prometheus, Grafana, Loki, Alertmanager, Azure Monitor

Networking & Security

VLAN design, Cilium, MetalLB, Traefik, VPN, PKI / TLS, CIS hardening

Languages

C / C++, Rust, Go, Python, TypeScript, GDScript, PHP, SQL, Bash

Data

MariaDB / MySQL, ProxySQL, Flyway, PostgreSQL, Valkey, Kafka

Ways of working

AI-assisted engineering, On-call & incident response, Mentoring, Vendor management

HOMELAB

A four-host Proxmox VE cluster (two Dell R730xds, a Dell NAS and an HP EliteDesk) with ~100 TB of ZFS, a six-node Talos Kubernetes cluster managed through ArgoCD, Terraform and Ansible, and segmented UniFi networking. It runs 120+ pods, including Ugaris production.

SIDE PROJECTS

Ons Klaverjas: card game · android & web

AoM Guides: community site · age of mythology

Ashen Empires: Beginner's Route: guide · old-school mmo

Uncut Gaming: gaming community · since 2012

LANGUAGES

Dutch (native) · English (fluent) · Norwegian (fluent)