

Alexander Holodak

DevOps Director · Cloud Architect · IT Consultant

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EXPERIENCE

DevOps Director · Polyarc Games

July 2022 – Present

Award-winning VR/AR game studio (Seattle, WA) · Remote from NJ · 50-person distributed team

- ▶ Owns **end-to-end CI/CD pipeline**: Unreal Engine 5 BuildGraph, Unreal Game Sync, TeamCity, Octopus Deploy, Perforce (P4, P4 Code Review / Swarm, P4 DAM)
- ▶ Manages multi-platform publishing across Steam, Meta Oculus, PlayStation, Nintendo, XBOX, Apple Vision Pro (AppStore)
- ▶ Designed and launched back-end infrastructure services for Glassbreakers: Champions of Moss's Rails API with AWS TypeScript CDK in collaboration with Engineering team
- ▶ Led studio-wide formal rollout of **AI productivity tooling** — Claude, ChatGPT, GitHub Copilot, and JetBrains AI — across staff and engineering teams
- ▶ Manages AWS, Azure (including PlayFab), and Google Cloud environments supporting game backend services, authentication, and dev tooling
- ▶ Drives **cloud cost optimization** and SaaS license audits to eliminate waste across a distributed team
- ▶ Manages all vendor relationships including ISPs, SaaS providers, and colocation facilities — handling procurement, contract negotiation, and ongoing account management across the studio's technology stack
- ▶ **Sole IT owner** for a 50-person distributed studio — covering helpdesk support, PC building, hardware procurement, and end-to-end repair across remote and on-site staff
- ▶ Led studio website redesign alongside Creative and Marketing teams using Webflow
- ▶ Leads build management and release engineering for **Moss, Moss: Book II (The Game Awards 2022 — Best VR/AR Game)**, and Glassbreakers: Champions of Moss

Founder & Principal Consultant · Holodak LLC

March 2024 – Present

IT & DevOps consulting · Scotch Plains, NJ

- ▶ Offers fractional DevOps leadership and cloud infrastructure consulting across game studios and technology companies, drawing on 10+ years of hands-on experience from indie studio pipelines to enterprise-scale AWS and Azure environments

Chief Technology Officer · DGDean

June 2015 – July 2022

Full-service technology & DevOps consultancy · New York, NY · AWS Partner

- ▶ Managed **300+ production servers** on AWS and Azure for clients including Loeb NYC, SingleCare (RxSense / ScriptRelief), Energizer Product Holdings (Beeby Clark+Meyler), EverTransit, 3x3 Insights, ACE ComicCon, SingleComm, NKBA, MobiSave, Linkbee, and more
- ▶ **Led and managed a team** of DevOps engineers and developers across client engagements and internal infrastructure operations
- ▶ Maintained HIPAA and PCI-compliant cloud environments across applicable client workloads
- ▶ Reduced cloud spend by **30%** through AWS Savings Plans, Reserved Instances, and systematic SaaS license audits across distributed client teams
- ▶ Led AWS Partner relationship; directed 24x7 offshore NOC before implementing PagerDuty for automated alert management
- ▶ Led zero-downtime cloud migrations for established companies; modernized workloads for auto-scaling, fault tolerance, and security best practices

- ▶ Core stack: AWS (EC2, RDS, S3, Cloudfront, WAF, ECS, Elasticache, Elasticsearch, Cloudwatch, EFS, DataSync, Cloudformation); Jenkins, Bamboo, Octopus Deploy; Datadog; Tableau Server; Aurora MySQL, SQL Server; WordPress, Drupal, Sitefinity; JIRA, Confluence

Global Digital Manager · [NeuroLeadership Institute](#)

April 2013 – June 2015

New York, NY

- ▶ Built and launched NLI's flagship website and digital product demonstration portal
- ▶ Managed global digital infrastructure and provided technical support across North America and Europe
- ▶ Administered Atlassian Confluence (global rollout), NetSuite CRM, WordPress, Adobe Connect, and WebEx
- ▶ Project-managed corporate and open education programs throughout North America; supported clients and trainers on program design and logistics

Patent Paralegal Assistant · [Perkins Coie LLP](#)

Oct 2010 – Jan 2012

Seattle, WA

- ▶ Prepared patent response documents and researched data supporting client patent strategy for major technology firm accounts
- ▶ Developed and presented internal technology seminars nationally across Perkins Coie offices

EDUCATION

B.A., Political Science · **Minor in Sociology**

2007 – 2010

Rutgers University, New Brunswick, NJ

Brookdale Community College, Lincroft, NJ · 2005 – 2007

TECHNICAL SKILLS

Game Dev / Build Systems: Unreal Engine 5, BuildGraph, Unreal Game Sync (UGS), TeamCity, Octopus Deploy, Perforce (P4, P4 Swarm, P4 DAM), PlayFab, Steam, Meta/Oculus, PlayStation, XBOX, Nintendo, Apple Vision Pro

Cloud & Infrastructure: AWS (EC2, RDS, S3, Cloudfront, WAF, ECS, Elasticache, Elasticsearch, Cloudwatch, EFS, DataSync, Cloudformation, Savings Plans), Microsoft Azure, Google Cloud Platform

DevOps & CI/CD: Jenkins, Bamboo, Octopus Deploy, TeamCity, Perforce, GitHub Actions, PagerDuty, Datadog, SaltStack, Perforce, S3

AI Tooling: Claude, ChatGPT, GitHub Copilot, JetBrains AI, Midjourney — evaluation, procurement, and studio-wide rollout

Databases: Aurora MySQL, PostgreSQL, SQL Server, Elasticache (Redis)

Systems: Linux, Windows Server, macOS, VoIP & network infrastructure, PC building & hardware

Compliance: HIPAA, PCI-DSS, AWS WAF & security best practices

Web & Platforms: WordPress, Webflow, Atlassian (Jira, Confluence), NetSuite, HTML5/CSS/PHP