Private References

Scott Bowers

Site Reliability Engineer | Intrepid Problem Solver | Observability Enthusiast

Contact

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- Location: Springtown, TX, USA

Education

Bachelor of Science in Applied Technology and Performance Improvement
University of North Texas | Denton, TX | 2011-2015

Professional Summary

10+ years of experience in IT Systems Engineering and Site Reliability, with expertise in supporting game development operations, infrastructure automation, and developer experience optimization. Featured guest on Google SRE "Prodcast" Season 3, Episode 7, discussing multiplayer game support and real-time systems.

Employment History

Gearbox Software (2015 – Present)

Site Reliability Engineer (Oct 2020 – Present)   Site Reliability Engineer responsible for scaling and maintaining mission-critical gaming infrastructure serving millions of users globally. Emerged as a de-facto leader in cloud native development and deployment practices, driving organizational standards while improving developer productivity and system reliability.

Leadership & Project Management

- Led implementation of comprehensive instrumentation and observability across 30+ services, reducing Mean Time To Recovery (MTTR)
- Established and championed new RFC process for architectural decisions, increasing cross-team collaboration
- Stepped up to provide Project Management during team leadership gaps

- Successfully coordinated migration of 30+ Platform Services across multiple AWS accounts to align with Well-Architected principles

Infrastructure & DevOps

- Designed and implemented multi-account AWS Organization structure
- Authored and maintained critical Terraform modules for AWS S3, WAFv2, and other core services
- Managed Terragrunt repositories, including state management, provider locks, and deployment strategies
- Architecture and maintainence of GitLab organization structure, including implementation and support strategy
- Designed reusable CI/CD pipeline components supporting multiple business units

Observability & Monitoring

- Implemented comprehensive observability solutions reducing incident response time
- Designed and deployed service level indicators (SLIs) and objectives (SLOs)
- Integrated Datadog and OpenTelemetry for end-to-end monitoring
- Established metrics collection and visualization for developer and customer experience

Problem Solving & Analysis

- Developed systematic approach to problem identification and solution design
- Created detailed impact analyses and solution proposals
- Rendered complex technical concepts into digestible documentation and diagrams for stakeholders
- Maintained constant focus on platform security, reliability, and performance

Technical Stack

- AWS Services: ECR, Lambda, SSO, RDS, ECS, WAFv2, S3
- Infrastructure: Terraform, Terragrunt, Docker
- Observability: Datadog, OpenTelemetry, Custom Metrics
- Languages: Python, Bash, Go, Ruby, Ruby on Rails
- Tools: GitLab, Redis, PostgreSQL, Mozilla SOPS
- Practices: CI/CD, SRE, Infrastructure as Code, REST APIs, Service Oriented Architecture

IT Systems Engineer (Aug 2017 – Oct 2020)

Jr. IT Systems Engineer (Sep 2016 – Aug 2017)

IT Helpdesk Analyst (Jan 2015 – Sep 2016)

Technical Skills

Mastery

- Infrastructure as Code (Terragrunt, Terraform/OpenTofu)
- CI/CD Pipeline Development
- Docker (containers, services, networking)
- AWS (VPC, TGW, Route 53, ELB, S3, IAM, ECS, ECR, Lambda, WAF, SSO/IIC, RDS)
- GitLab CI/CD
- Network Design and Defense in Depth approaches to securing cloud infrastructure
- Bash & Python Scripting
- Datadog Observability
- Application Instrumentation & SLO Development
- DNS & Domain Management
- SSL/TLS & PKI Management
- Technical Documentation
- Translating and sythesizing business requirements into technical solutions

Proficiency

- Ruby and Go Service Architectures
- Security Analysis
- Attribute Based Access Control (ABAC)
- AWS (Kinesis, EKS, EC2, SSM, Aurora RDS)
- Kubernetes & Helm
- Okta Identity Management

Complete List of Shipped Titles

View my complete credits on MobyGames

References

- Jackson Hardesty - COO - Cooldown Games
    - LinkedIn: https://www.linkedin.com/in/jacksonhardesty/
- Jordie Greenberg - Senior Program Manager - Google Cloud Platform Security
    - LinkedIn: https://www.linkedin.com/in/jg-tpgm/
- Kasim English - Senior Release Engineer - Gearbox Software
    - LinkedIn: https://www.linkedin.com/in/kasimenglish/