

Colby Smith | DevOps Engineer

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Professional Summary

AWS-focused DevOps engineer with nearly 5 years of experience in building, modernising, and supporting production cloud platforms. Expertise in CI/CD engineering, infrastructure as code, and serverless architecture. Proficient in implementing serverless architecture solutions, enhancing observability, and ensuring operational reliability through automation.

Work Experience

DevOps Engineer – Tombola Ltd

Jun 2025 – Present

Wylam Wharf, Low Street, Sunderland, England

- Designed and supported a serverless, event-driven Arcade Tournaments platform using AWS Lambda, API Gateway, EventBridge, SQS FIFO, DynamoDB, ElastiCache Serverless and Terraform, reducing reliance on always-on infrastructure and supporting an estimated 50-70% reduction in idle compute cost while improving scalability for tournament traffic by up to 5x.
- Designed and deployed a serverless/event-driven Game Event Streamer for Arcade Tournaments using ECS Fargate, SQS FIFO, DynamoDB watermarks, Lambda and Terraform, improving event delivery reliability through ordered deduplication and reducing unnecessary SQL polling/load during inactive tournament periods by an estimated 40-60%.
- Critical member in the modernisation of Tombola's cloud platform, including migration of legacy EC2-based systems and arcade engines to ECS Fargate to improve scalability, reliability and cost efficiency, reducing scaling time during critical periods from around 10 minutes per server to roughly 1 minute across multiple containers, delivering up to 10x faster scaling response and an estimated 20-35% reduction in overprovisioned compute cost.
- Implemented Cloudflare load balancing and modern deployment strategies, including blue/green routing and canary releases, enabling safe production testing without impacting live customers.
- Engineered and standardised CI/CD pipelines across multiple teams, accounts and environments using AWS CodePipeline and TeamCity, reducing deployment overhead by 25-50%, improving release consistency and cutting manual intervention.

Cloud Infrastructure Engineer – Tombola Ltd

Nov 2022 – Jun 2025

Wylam Wharf, Low Street, Sunderland, England

- Built and improved CI/CD pipelines across engine, game and client teams, replacing manual deployment processes and reducing deployment overhead by 25-50%.
- Developed canary testing systems for arcade engines, allowing experimental jackpot engine features to be deployed safely into production environments without impacting customers.
- Contributed to infrastructure standardisation across multiple AWS accounts and environments, improving consistency, maintainability and operational efficiency.
- Supported production systems through on-call rotations, resolving incidents and maintaining platform stability across critical services.

Graduate Cloud Infrastructure Engineer – Tombola Ltd

Nov 2021 – Nov 2022

Wylam Wharf, Low Street, Sunderland, England

Certifications

- AWS Certified Cloud Practitioner (CLF-C02) | Mar 2026 – Mar 2029
- AWS Certified Solutions Architect Associate (SAA-C03) | Expected Jun 2026

Education

- BA (Hons) Computer Games Design, First Class Honours | Teesside University | 2018 – 2021