

Roe Jukin

DevOps / Platform Technical Lead and Software Architect

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PROFILE

Software architect and DevOps / Platform technical lead with 10+ years across systems administration, full-stack engineering, cloud platforms, and technical leadership. Designs secure AWS and Kubernetes platforms, infrastructure as code, observability, data and search systems, and AI agents - hands-on from architecture and delivery through incident readiness and mentoring.

PROFESSIONAL EXPERIENCE

DevOps / Platform Technical Lead | Abra · Jun 2025 - Present · Israel

- Leads platform engineering for high-assurance, per-tenant systems across AWS, EKS, RDS, S3, Lambda, Kafka, and Redis.
- Standardizes infrastructure and delivery with Terraform, Pulumi, Helm, GitHub Actions, Argo CD, Jenkins, and policy-as-code guardrails.
- Builds observability and operational readiness with Prometheus, Grafana, CloudWatch, Loki / ELK, SLOs, alerting, runbooks, incident response, and postmortems; mentors engineers and guides cross-team decisions.

Software Architect | Abra · Oct 2023 - May 2025 · Israel

- Designed federated, high-assurance systems with explicit confidentiality, tenancy, authorization, resilience, and deployment boundaries.
- Turned product goals and operational constraints into build-vs-buy decisions, delivery sequences, architectural standards, and risk trade-offs; partnered with customer architects and cross-functional teams.

CTO / Full-Stack Developer / Senior Systems Administrator | Giganet · 2016 - Sep 2023 · Israel

- Progressed from Senior Systems Administrator to Full-Stack Developer to CTO, owning technology direction and delivery across multi-datacenter infrastructure, Kubernetes, distributed applications, data systems, and VoIP.
- Built backend, frontend, automation, and agent software; implemented CI/CD and monitoring with Argo CD, GitHub Actions, GitLab CI, Prometheus, Telegraf, InfluxDB, and Grafana.
- Created training and mentoring practices that helped engineers troubleshoot from first principles and take production ownership.

SELECTED PROJECTS

Ward. Closed-alpha Rust-native durable agent runtime with queued work, cancellation, artifacts, provenance, and operational APIs; planned for a future public release.

Rocket Interception Simulation. Realistic browser simulation combining rocket and interceptor flight physics, streamed video, telemetry, and per-frame metadata under strict latency constraints.

TECHNICAL SKILLS

Platform: AWS, EKS, Kubernetes, OpenShift, Docker, Terraform, Pulumi, Helm, CloudFormation

Delivery & Reliability: GitHub Actions, Argo CD, GitLab CI, Jenkins, Prometheus, Grafana, CloudWatch, Loki, Elastic Stack, SLOs, incident response

Data & AI: OpenSearch, Elasticsearch, Kafka, Redis, PostgreSQL, MySQL, vector search, LLMs, RAG, AI agents, evaluation

Programming & Realtime: Rust, TypeScript, JavaScript, Python, Go, Java, C#, WebRTC, Janus, GStreamer, RTP

Languages: Hebrew (Native), English (Native)