Edwin de Jong

Lead DevOps Engineer

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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. In 2026 I added Ons Klaverjas, a Dutch card game for the whole family. Both run on my homelab.

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- Led the rewrite of an outdated PHP version, improving both performance and security.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

OWN PROJECTS

Built and run in my own time, on my own homelab. Both are live and have real players.

Lead Developer & Project Lead · Ugaris: The Legend Recovered

Mar 2014 - Present

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

1,300+	since 2014	dev · ppe · prod	~100
REGISTERED ACCOUNTS	YEARS IN PRODUCTION	ENVIRONMENTS	DISCORD MEMBERS

- Forked and modernized the open-source Mercenaries of Astonia 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

Creator & Developer · Ons Klaverjas

Sept 2026 - Present

Card game · onsklaverjas.nl · Live on Google Play and the web

Android · web	NL · EN · DE · FR	none	5 + your own
PLATFORMS	LANGUAGES	ADS & TRACKING	RULE PRESETS

- Designed and built a free, ad-free klaverjas game for Android and the browser, made first for people who find card apps too busy and too small: big Dutch cards, one clear action per screen and no timers.
- Wrote one Kotlin Multiplatform game engine (rules, house-rule variants, hints, lessons, challenges and tournament seating) that runs unchanged in the Android app, the Ktor server and the browser.
- Built computer players that combine Dutch strategy-guide heuristics with sampling hundreds of possible deals, with versioned profiles that can be retuned from the admin panel without a release.
- Online tables with six-letter codes and WebRTC voice and video, plus daily to yearly challenges where everyone gets the same cards and online tournaments with automatic seating.
- Event-sourced matches in PostgreSQL, so a server rollout pauses games instead of losing them. Runs on the homelab Kubernetes cluster through ArgoCD, with CI building every image.

Kotlin Multiplatform · Jetpack Compose · Ktor · React · TypeScript · PostgreSQL · WebRTC · coturn · Kubernetes

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, Kotlin, 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 ZFS storage, a Talos Kubernetes cluster managed through ArgoCD, Terraform and Ansible, and segmented UniFi networking. It runs Ugaris and Ons Klaverjas in production, next to the smart home and everything else.

224+ GB	~100 TB	6	120+	40+
RAM	STORAGE	TALOS NODES	PODS	ARGOCD APPS

SIDE PROJECTS

AoM Guides
Community site · Age of Mythology

God guides, strategies, videos and recorded games for every version of Age of Mythology, from the original to Retold. Recently rebuilt from PHP 7.4 to a modern stack.
`aomguides.com`

Ashen Empires: Beginner's Route
Guide · Old-school MMO

A quest-by-quest route from the beach of Valinor to level 30. The whole guide is one Markdown file, and the walkthrough images get collected and credited automatically.
`eddoww.github.io/ashen-empires-beginners-guide`

Uncut Gaming
Gaming community · since 2012

A multi-game community founded in 2012: League, Minecraft and ARK, with TeamSpeak, forums and meet-ups in Greece, England, Belgium and the Netherlands. The servers are quiet now, but the Discord is still there.
`uncutgaming.com`

LANGUAGES

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