

Spencer Gilbert

Platform & Infrastructure Engineer

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SUMMARY

Platform engineer focused on release infrastructure and developer tooling. Built and owned the systems that ship software at scale, making them simpler, more reliable, and harder to compromise. Gravitates toward cross-cutting problems that span multiple teams: CI/CD pipelines, build systems, deployment automation. Leaves them in a state where other engineers don't have to think about them as much.

EXPERIENCE

Mux — Remote · May 2026 – Present

Platform Engineer

Datadog — Remote · May 2021 – May 2026

Software Engineer II, Agent Delivery

Oct 2023 – May 2026

- Reduced Agent release cadence from six to four weeks, maintaining a tighter active version window across millions of global deployments
- Owned release pipeline infrastructure and public artifact publishing tooling, including OS package repositories and container image distribution
- Led security hardening of release infrastructure, reducing human and system access by an order of magnitude without disrupting engineer workflows
- Drove modernization of legacy release tooling, migrating Python and Bash systems to Go, and contributed to the datadog-agent's adoption of Bazel as part of a broader build system modernization effort
- Drove team adoption of AI-assisted development tooling, measurably increasing delivery velocity without compromising release stability

Software Engineer II, Vector

May 2021 – Sep 2023

- Authored Vector's initial OpenTelemetry integration, maintaining compatibility across rapidly evolving OTel and Kubernetes ecosystem versions
- Owned Vector's deployment artifact ecosystem including Helm charts, Docker images, and Linux packages, establishing operational best practices and scaling guidance for a high-performance Rust-based observability pipeline
- Supported deployment and operations for a large open-source community across a project with 21.5K GitHub stars, helping enterprise users scale and operate Vector in production environments

Optoro — Washington, D.C. | Hybrid · Jun 2015 – Apr 2021

Senior Infrastructure Engineer

Mar 2021 – Apr 2021

- Built Kubernetes-based production infrastructure from the ground up, including tooling, best practices, and underlying private cloud hardware
- Introduced and owned ArgoCD, driving fully automated staging environment provisioning alongside self-hosted CI/CD administration via Terraform and GitLab CI
- Partnered with application teams to reduce infrastructure friction, embedding directly with Ruby and Python engineers to unblock development and resolve cross-cutting dependencies

- Drove blameless postmortem culture and led cross-team incident response, consistently maintaining SLA commitments through faster time to recovery
- Owned on-call monitoring and alert triage across a distributed production environment
- Upskilled engineering teams on Docker, Consul, Vault, Terraform, and internal deployment tooling

EDUCATION

Appalachian State University, Bachelor of Science in Actuarial Science

TECHNOLOGIES

Languages: Go, Rust, Python, Bash

Infrastructure: Kubernetes, Helm, Docker, Podman, Terraform, Consul, Vault, Kafka

Observability: Datadog, Vector, Prometheus, Grafana, OpenTelemetry, Elastic

SDLC: GitLab CI, GitHub Actions, Bazel, ArgoCD, Container images, RPM, DEB