

Kwam Kassim

Platform Engineer | Kubernetes, AWS, Go, Terraform

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TECHNICAL SKILLS

Languages: Go, Java, Python, JavaScript/TypeScript, C#

Cloud & Platform: AWS, Azure, Kubernetes, EKS, Docker, Terraform, OpenTofu, Argo CD, GitHub Actions, Cilium, Karpenter

Infrastructure & Operations: ECS/Fargate, VPC networking, routing, security groups, Prometheus, monitoring, logging, incident response

Backend, Data & Web: WebSockets, Socket.IO, Node.js, MongoDB, MySQL, Supabase, React, Next.js

PROFESSIONAL EXPERIENCE

Starbucks Technology - Platform Engineer

May 2022 - Present

- Build and support multi-tenant Kubernetes/EKS platform services used by 10+ engineering teams across mobile and in-store workloads.
- Develop Go controllers, operators, and self-service tooling that automate service discovery, scaling, and application lifecycle tasks, speeding up deployments and reducing platform toil.
- Provision AWS and Azure infrastructure with Terraform, Argo CD, and GitHub Actions, including VPCs, subnets, route tables, security groups, and repeatable build, deploy, and run workflows.
- Helped migrate platform networking and node provisioning to Cilium and Karpenter, improving cluster scalability and simplifying day-to-day operations.
- Built tenant-aware monitoring, logging, and alerting that helped reduce MTTR and made it easier to isolate issues by tenant, availability zone, and release.
- Partner with SRE, security, and application teams on platform migrations, incident response, and production rollouts while minimizing customer-facing disruption.

Credit Rent Boost - Software Engineer Intern

Nov 2021 - Feb 2022

- Built C#/.NET MVC features and secure backend integrations for a financial-services web application.
- Improved frontend and API workflows using JavaScript, HTML, CSS, and .NET to make key user flows faster and easier to maintain.

PROJECTS

Kwam Developer Platform | Go, OpenTofu, AWS ECS/Fargate, GitHub Actions, Prometheus | [GitHub](#)

- Built a Go CLI that scaffolds standardized services with health checks, metrics, tests, secure container defaults, and a reusable golden-path project structure.
- Automated opt-in deployment to ECS/Fargate with OpenTofu and GitHub Actions using GitHub OIDC, protected environments, immutable images, health verification, rollback, and Prometheus monitoring.

Simon Says Assassin | Three.js, Node.js, Socket.IO | [GitHub](#)

- Built and deployed a real-time multiplayer game with separate Netlify and Render services; implemented matchmaking, rooms, bots, scoring, session state, and a documented client-server event contract.

EDUCATION

B.S. Computer Science (Software Engineering), Arizona State University