

Reed L. Barker

Oklahoma City, OK | 405-905-9522

reedbarker.work | reedlebark@gmail.com | [Linkedin](#)

Summary

DevOps and platform-focused engineer with experience building and operating a Kubernetes-based application platform. Skilled in containerization, CI/CD pipelines, multi-environment deployments, and infrastructure automation. Strong in system design, troubleshooting, and building reliable, scalable systems.

Education

Auburn University - Bachelor of Science in Computer Science

Oklahoma City Community College - Associate in Arts - Computer Science focus

Moore Norman Technology Center - Certification - Computer-Aided Design and Drafting

Projects & Technical Experience

Kubernetes Application Platform (Personal DevOps Infrastructure Project)

Designed and operated a Kubernetes-based platform across local, dev, preview, staging, and production environments for deploying containerized services.

- Designed CI/CD pipelines for automated builds, validation, deployment, and promotion
- Implemented deterministic release versioning and promotion workflows
- Deployed containerized services with environment-specific configuration
- Integrated PostgreSQL-backed services across environments
- Configured ingress routing and service exposure
- Designed reusable infrastructure to support multiple applications

Work Experience

IT Service Center Technician I - Chickasaw Nation (Contract) - Ada, Ok

Oct 2025 - Dec 2025

Delivered enterprise-wide IT support for the entire Chickasaw Nation across healthcare, casino, retail, and government operations. Resolved issues related to authentication, networking, VPN, and enterprise systems support while maintaining clear documentation.

Robotics Instructor - GameU - Flemington, NJ (Remote)

March 2023 - Oct 2023

Designed and taught robotics, programming, and game dev curriculum to students ages 8-14, managing 10 small-group classes.

Game Developer Intern - Human Mode - Oklahoma City, OK

June 2022 - Oct 2022

Contributed to VR application development using Unity, supporting testing, 3D modeling, and improvements through bug reporting and collaboration with the engineering team.

CADD Drafting Intern - 050 Engineering Company - Oklahoma City, OK

Jan 2020 - Sept 2020

Created HVAC and plumbing layouts using AutoCAD, ensuring accuracy and coordination with architects and engineering teams.

Technical Skills

DevOps & Infrastructure: Kubernetes, Docker, CI/CD, Infrastructure Automation, Linux

Cloud & Systems: Cloud Computing, System Architecture, Networking Fundamentals

Development: REST APIs, Java, C++, Python, Go

Databases: PostgreSQL

Tools: Git, ServiceNow, Active Directory