

# ADAM VIROSTEK

GAME DEVELOPER & CLOUD ENGINEER

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## SUMMARY

Game developer and cloud engineer with 3+ years of production infrastructure experience. Shipped Maskarade (GGJ 2026) in Godot 4.6. Building C++ multiplayer systems and gameplay mechanics. Bringing production-grade systems thinking to game development. Currently pursuing Master's in Game Development at FI:MUNI.

## WORK EXPERIENCE

<b>Cloud Architect – DevOpsGroup, s.r.o.</b> <a href="https://devopsgroup.eu/">https://devopsgroup.eu/</a>	2021 – Present
Design and maintain production-ready AWS infrastructure using Terraform, ArgoCD, and Kubernetes. Deploy live-production clusters with a GitOps approach, utilizing customized Helm charts for microservices.	
<b>Public sector client (SK) – Cloud Engineer</b>	2025
Multi-tenant AWS setup utilizing AFT, AWS Control Tower with all required controls and security best-practices enabled.	
<b>SaaS platform + Internal infra – Cloud Architect</b>	2024 – 2025
Owner of AWS EKS production cluster with latest tooling. Management of self-hosted GitLab, ArgoCD, and AFT.	
<b>Enterprise pharma client (US) – Cloud Engineer</b>	2024
Digital-SDLC: new two AWS org Terraform solution with AFT, managing 40+ accounts.	
<b>Gaming client (CZ) – Cloud Architect</b>	2023 – 2024
Greenfield AWS infrastructure for South American market expansion.	
<b>E-mobility startup (SK) – Cloud Architect</b>	2023
New AWS architecture from scratch for electro-mobility platform.	
<b>Fintech client (US) – Cloud Architect</b>	2022 – 2023
Fully serverless AWS architecture for a digital precious metal exchange.	

## PROJECTS

<b>Maskarade (GGJ 2026)</b> Team of 3 – <a href="https://viro102.itch.io/maskarade">https://viro102.itch.io/maskarade</a>	2026
Narrative detective game built in 48h with Godot 4.6 for Global Game Jam 2026, theme "Mask".	
<b>Online card game in C++</b>	2024
Solo developer – <a href="https://github.com/Viro102/hearthstone_clone">https://github.com/Viro102/hearthstone_clone</a>	
Online multiplayer card game. Multithreading and socket programming with JSON API for client-server communication.	
<b>Portfolio – virostek.xyz</b>	2025
Personal project – <a href="https://github.com/Viro102/portfolio">https://github.com/Viro102/portfolio</a>	
Multi-persona portfolio running on Cloudflare Workers with Astro SSR, Tailwind CSS v4, and MDX. Brutalist design with glitch effects and view transitions.	

## EDUCATION

<b>(Master) Game Development</b> FI:MUNI	2025 – 2027
Master's programme focused on game engines, real-time rendering, game design, and interactive media.	
<b>(Bachelor) Computer Science</b> FRI:UNIZA	2021 – 2025
Bachelor's degree covering algorithms, data structures, databases, web development, OS programming, and networking.	

## SKILLS

Godot 4 · LibGDX · Blender · C++ · GDScript · Java · TypeScript · GLSL · AWS · Terraform · Kubernetes · Docker · ArgoCD · Helm · GitOps · CI/CD · Multiplayer Networking · Git · Linux

## CERTIFICATIONS

**AWS DevOps Engineer – Professional**  
Amazon Web Services – August 2025 (Expires August 2028)

**AWS Developer – Associate**  
Amazon Web Services – August 2025 (Expires August 2028)

**AWS Solutions Architect – Associate**  
Amazon Web Services – October 2024 (Expires October 2027)

**AWS Cloud Practitioner**  
Amazon Web Services – February 2026 (Expires February 2029)

**CKA: Certified Kubernetes Admin.**  
The Linux Foundation – July 2024 (Expires July 2026)

## LANGUAGES

English: C2 (EF SET) Slovak: Native speaker