

# Chad Anthony Koslovsky



Systems Engineer | DevOps Lead | Full Stack Developer

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## SUMMARY

I'm a systems engineer and DevOps lead with over 20 years of experience designing, building, and automating complex technology systems across traditional IT, cloud, and emerging platforms. I founded Technomancy, creating tools and platforms that help organizations scale, automate, and adapt. Along the way, I've explored AI-driven technologies, including GPU-accelerated workflows, applying them to practical and creative projects. I specialize in solving complex problems, streamlining infrastructure, and delivering robust, efficient systems that effectively support teams and clients.

## CORE SKILLS

**Systems & DevOps:** Kubernetes, Docker Swarm, Terraform, Ansible, CI/CD, Linux (Ubuntu, CentOS, FreeBSD), Windows Server, Nginx, Apache, AWS, datacenter operations, container orchestration, automation pipelines

**Full Stack Development:** Node.js, Next.js, React.js, Vue.js, Tailwind, Phaser.io, Express.js, PHP, Python, Solidity, Web3.js, Ethers.js, GraphQL, REST APIs, Socket.IO

**Databases & Caching:** MongoDB, SQL, Redis, etcd (Kubernetes distributed key-value store for cluster state and configuration management)

**Other Tools & Skills:** Git/GitHub, scripting (Bash, PowerShell, Python), monitoring & logging, infrastructure design, cloud migration, automation workflows

## PROFESSIONAL EXPERIENCE

### Technomancy IT LLC — Owner / Lead Engineer / DevOps

2015–Present

- Founded and scaled the business, creating platforms and tools to help organizations and developers scale, automate, and adapt infrastructure and applications
- Designed and deployed blockchain and Web3 systems, including NFT wallets, smart contract automation, and metadata pipelines
- Built full-stack applications, real-time CRMs, forums, and marketing suites with Vue.js/React frontends, Node.js backends, Redis caching, and Socket.IO updates
- Provided datacenter consulting, creating Kubernetes clusters and application-layer virtualization solutions for clients
- Explored AI-driven workflows, including GPU-accelerated automation and creative systems
- Oversaw project planning, DevOps pipelines, deployments, and team mentorship, ensuring robust and scalable solutions

### Front Range Internet — Senior Systems Engineer / Datacenter Architect

2015–2019

- Designed and implemented modern datacenter infrastructure, migrating from hardware virtualization (ESXi/VMware) to containerized, application-layer platforms for improved scalability, reliability, and efficiency
- Designed and implemented multi-environment clusters using Docker, Docker Swarm, and Kubernetes, supporting dynamic workloads and client-server racks hosted within the datacenter
- Built automated deployment pipelines, monitoring systems, and CI/CD workflows, leveraging orchestration frameworks, scripting, and infrastructure-as-code practices to ensure uptime and operational consistency
- Applied configuration management, lightweight automation tools, and orchestration strategies to simplify operations and streamline maintenance across multiple clients and environments

- Guided clients in designing and implementing scalable, secure datacenter solutions, including cluster management, workload optimization, and infrastructure expansion

**Office Evolution — Systems / Software Engineer**

2013–2014

- Developed centralized internal web applications to unify fragmented systems
- Automated network provisioning, firewall/router configuration, and client onboarding workflows
- Integrated CRM data with SQL and MongoDB, reducing manual work and streamlining processes

**PlumChoice / Everon — Network Engineer**

2011–2013

- Provided IT and network management for SMB clients, building automation and monitoring tools

**IBM — Infrastructure & Systems Focal**

2009–2011

- Led infrastructure support for systems serving millions of end users, including Best Buy, Amtrak, and USPS
- Automated auditing, backups, and compliance workflows with custom scripts
- Managed virtualization testing and cloud-hosted desktop environments

**SELECTED PROJECTS****Technomancy IT LLC — Blockchain Asset Ingestion Platform (2015–Present)**

Built an automated system for structured image and metadata uploads with on-chain validation. Designed the platform to handle high-volume transactions and integrate with multiple smart contracts, providing developers and clients with a reliable, scalable solution for blockchain asset management.

**Technomancy IT LLC — Charity Donation Platform (2015–Present)**

Developed a real-time blockchain donation tracking platform with user dashboards, automated workflows, and secure transaction logging. Streamlined client operations while ensuring transparency and reliability for donors and beneficiaries.

**Technomancy IT LLC — NFT Metadata & Transaction Services (2015–Present)**

Created a full-stack system for NFT creation, validation, and management. Integrated backend APIs, database caching, and frontend dashboards to provide a seamless user experience, real-time updates, and automated contract interactions.

**NuPrice — Amazon Repricer for Resellers (2018–Present)**

Built from scratch a full-stack application that tracks competitor pricing and automatically adjusts reseller prices to optimize profitability. Features real-time monitoring, dynamic analytics, and automated repricing logic for Amazon sellers.

**PhaserJS Battle Arena — Blockchain-Driven Auto-Battler (2021–2023)**

Developed an auto-battler game with Next.js, Tailwind, and Phaser.js for physics and animation. Integrated blockchain event logic for in-game rewards and created AR NFT viewers for immersive 3D experiences: managed backend API infrastructure, deployments, and performance optimization.

**MinePocket — First Online Minecraft Connectivity Platform (2012–2016)**

Created the concept for the first online server, extending Minecraft Mobile's LAN-only multiplayer to the internet. Adapted existing server code into a functional model with a custom routing system, enabling global connectivity. Helped attract developer attention, influenced official online multiplayer features, and supported community growth.

**Real-Time CRM & Ticketing Systems**

Designed and implemented event-driven CRM and ticketing platforms using Node.js, Vue.js, React, Redis caching, and Socket.IO for real-time updates. Streamlined client workflows, improved user experience, and enabled multi-user collaboration without page reloads.