Astrid Olson

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About

Platform and Infrastructure Engineer automating systems and building tools to improve developer efficiency, creating solutions that give feature teams better visibility and confidence in their operations. Uses containerization, infrastructure-as-code, and CI/CD to establish reliable deployment workflows. Values clear processes and open collaboration, helping teams better understand and work with their technology stack.

Skills

Languages: Go, Python, Ruby (Rails), Elixir (Phoenix), JavaScript (Node, Deno, React, Angular, TypeScript), Shell (bash, zsh).

Cloud Infrastructure & Orchestration: Google Cloud Platform (GCP), Kubernetes, Helm, Terraform/HCL (Infrastructure as Code), Ansible.

VCS & CICD: Git, GitHub Actions, Jenkins, CircleCI.

Methodologies: Test-Driven Development, Behavior-Driven Development, Principle of Least Privilege, Single Responsibility Principle, RESTful API Design.

Experience

Virta Health, Senior Cloud Infrastructure Engineer   Denver (Remote)
                                                                        July 2024 – Present

Led infrastructure development initiatives across Kubernetes, Terraform, and Go at scale. Delivered internal tooling and deployment automation systems that enabled platform self-service, improved developer velocity, and modernized legacy processes.

- Architected and implemented a Kubernetes operator using Kubebuilder (Go), enabling self-service deployment for 15 teams managing 300+ repositories and 120+ microservices.
- Built a custom Terraform provider in Go to automate resource discovery across 1,000+ AWS/GCP assets, reducing code duplication by 70% and cutting workspace setup time from days to hours.
- Engineered a cloud deployment system in Go to replace legacy shell scripts, reducing deployment time from 45 to 6 minutes and enabling parallelized rollout of 100+ microservices.
- Implemented Privileged Access Management (PAM) via Kubernetes custom resources, with ADP-sourced identities and organizational mapping automated through Okta-defined IaC, enabling secure, dynamic access control that can easily be audited.
- Mentored junior and mid-level engineers in Go development, Kubernetes, and networking fundamentals, increasing team velocity by 40% through standardized engineering and operational practices.

Virta Health, Senior Site Reliability Engineer   Denver (Remote)
                                                                        Feb. 2022 – July 2024

Co-founded the initial SRE team at Virta, owning service workloads and platform components across Kubernetes, infrastructure-as-code, observability, and incident response. Transitioned into the newly formed Cloud Infrastructure team following my teammate's departure.

- Led decomposition of monolithic infrastructure-as-code into domain-driven workspaces using Terraform Cloud defined with YAML, reducing P1 incidents by 60% and cutting MTTR from 4 hours to 45 minutes.

- Migrated authentication infrastructure to Google Workload Identity Federation (WIF), automating credential rotation and eliminating manual key management for 100+ service accounts.
- Implemented Terraform workspace managing 25 domains and 800+ DNS records, orchestrating zero-downtime migration from Route53 to Cloud DNS.
- Developed event-driven incident management Slackbot integrating PagerDuty API, reducing MTTA by 65% and automating coordination across 200+ incidents.
- Upgraded monolithic Terraform codebase from 0.12 to 1.0+ while reducing average release time by 45%.

Software for Good, Senior Software Engineer — Minneapolis, MN (Remote) — Jan. 2014 – Feb. 2022

Worked as a backend, full-stack, and DevOps consultant at Software for Good, building scalable web applications for startups and mission-driven organizations across healthcare, email security, digital journalism, and physical goods donation logistics. Led product-focused development across diverse technology stacks and engineering teams.

- Built and maintained APIs across a range of frameworks including Rails, Node.js, Django, and Phoenix (Elixir) for mission-driven web applications.
- Led development of a donation management platform using Rails and React, deployed on Azure via Docker Swarm.
- Integrated and refactored SAML-based single sign-on (SSO) authentication for the Minneapolis Star Tribune.
- Optimized queries and API endpoints in an email security platform backed by a sharded table exceeding 6 billion rows, including efficient partitioning for daily digest workflows.
- Refactored and extended functionality in a Ruby microservice architecture in healthcare platform, improving maintainability and reducing operational complexity.

LocBox Labs, Software Engineer — San Francisco, CA — Nov. 2012 – May 2013

Sevnthsin, Developer — Minneapolis, MN — Feb. 2012 – Sept. 2012

OLSON, Software Engineer — Minneapolis, MN — Nov. 2011 – Feb. 2012

Grandpa-George, Software Engineer — Minneapolis, MN — May 2011 – Dec. 2011

Projects & Contributions

Fitness Buddy (June 2025) — https://buddy.fitness ↗

- Personal week-long hackathon web app to communicate with a "buddy" that has a unique persona and can set goals, schedule activities, and associate media with activities. This project was created to test agent functionality.
- Tools Used: next.js (deployed to vercel), supabase (postgres, edge functions), ChatGPT (image analysis, agent scheduler, persona generation), Midjourney (buddy avatars, generated videos converted to .gifs).

Langchaingo (contributor, 2023) — github.com/tmc/langc... ↗

Education

BS — **Art Institutes International Minnesota**, Web Design & Interactive Media — 2008 – 2011