

Benjamin Kelly

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Summary

Platform engineer with eight years' experience across cloud infrastructure, reliability, privacy engineering and sovereign cloud, including six years at Microsoft on Azure, helping stand up two US sovereign clouds. Co-inventor on two US patent applications. Most recently led platform engineering at a smart-building access-control startup, owning AWS, Kubernetes (EKS) and infrastructure-as-code.

Experience

Lead Platform Engineer

Induct, Dublin, Ireland

July 2026 – Present

- Overhauled existing Terraform into clean, reusable modules and led the reference infrastructure design for a dedicated UK region rollout, with UK GDPR and regulatory requirements designed in from the start.
- Set the team's infrastructure and access standards, ran design reviews and mentored three engineers.
- Migrated cluster and production access from local role-based credentials to RBAC with just-in-time elevation for production assets, including Kviklet for JIT production database access, and designed the PKI behind device and access-control trust.
- Delivered a BLE door-unlock feature end to end – backend schema and device services with per-door feature flags, through mobile BLE proximity detection, RSSI calibration, and unlock-flow reliability.
- Eliminated a recurring backend stability issue, reducing service restarts from several per day to zero.

Software Engineer II, Azure Core OneFleet Platform

Microsoft Ireland

February 2022 – October 2025

- Led the QTest to CloudTest migration of 100+ Azure Core repos across teams, building a tool that onboarded each repo to new code-quality gates.
- Mentored new engineers on incident response, architecture PoCs and incubations.
- Covered weekly follow-the-sun on-call for all Azure Core build and deploy pipelines and the main Service Fabric cluster.
- Built a GPT-powered runbook copilot for onboarding and live-site debugging, rolled out to the whole Service Fabric engineering team.
- Built Kusto dashboards of Azure Core quality and security goals for VP-level leaders.
- Built reusable Helm charts and Terraform/Bicep modules for shared Kubernetes and networking patterns.

Software Engineer II, Azure Privacy Engineering Centre of Excellence

Microsoft Ireland

March 2021 – February 2022

- Worked with Microsoft's legal team (CELA) on the EU Data Boundary, turning EU data law into an architecture that let support staff access EU customer data lawfully, across four Azure platform teams.
- Designed reference architectures for GDPR best practice, including data subject access requests and the right to erasure, and advised on planning and rollout for Azure's Secure Compute offering.
- Built Azure infrastructure and policy for the "Secure by Default" PoC, taken to private preview with enterprise customers and fed into [Microsoft Entra security defaults](#).
- Helped architect and launch the [EU Digital COVID Certificates platform on Azure](#), contributing containerised Java services and infrastructure automation to the public reference architecture.

Software Engineer II, Azure Special Capabilities, Infrastructure & Innovation (ASCII)

Microsoft Ireland

June 2020 – March 2021

- Helped stand up two new US sovereign clouds, and contributed to early planning for a French sovereign cloud.
- Helped Azure product teams, including AKS, deploy their P0 services into sovereign cloud environments.
- Built GPU-accelerated infrastructure and synthetic-data pipelines for AI and ML training and inference in air-gapped environments.
- Built a Kubernetes operator for Apache NiFi in Go to manage data flows in air-gapped clouds.

Software Engineer II, E2E Engineering (Azure CAT)

Microsoft Ireland

October 2019 – May 2020

- Drove high-reliability improvements for Azure's strategic customers, supporting production launches and rapid iteration of new cloud features.
- Built [Project C12](#), a zero-touch GitOps design for governed AKS where every cluster change ran through CI, open-sourced in Azure's ATO Toolkit.
- Collaborated closely with customer engineering teams and Azure stakeholders to resolve high-impact technical challenges.

Software Engineer, Dun & Bradstreet

Dublin, Ireland

August 2018 – October 2019

- Built and maintained large-scale batch and streaming data-processing pipelines (Apache Spark / Hadoop / Spring Batch) for enterprise analytics and risk-scoring workloads.
- Developed scalable data reporting pipelines, ensuring data quality and timely delivery for global financial clients.

Skills

Languages: Go, Python, Java, Rust, C++, C#, TypeScript, Bash, SQL

Cloud & Infrastructure: Azure, AWS, GCP, Kubernetes (AKS, EKS), Terraform, Bicep, Helm, GitOps, Docker, Multi-region and Sovereign Cloud

Reliability: Prometheus, Grafana, OpenTelemetry, Kusto, Incident Response, Post-mortems

Networking: Cloud networking (CNI), BGP/VXLAN, gRPC, Service Mesh, Load Balancing

Privacy & Security: GDPR, Schrems II, Privacy-by-Design, PKI, RBAC, JIT access

AI & LLM: Agentic coding tools, MCP, Retrieval-Augmented Generation, PyTorch fine-tuning, Azure OpenAI

Projects

scrobSter: Multi-user scrobber that identifies music from mics and RTSP cameras via Shazam and scrobbles to Last.fm, ListenBrainz and Maloja. Python, Docker, Helm.

MercurySandbox: Self-hosted AI coding-agent stack (opencode, Hermes, LiteLLM) in sandboxed Docker containers.

cv-pipeline: This CV as code. One LaTeX source builds accessible, dyslexia-friendly and high-contrast PDFs plus Markdown and JSON, with a preview for every pull request ([write-up](#)).

Patents

Systems And Methods For Manufacturing Adaptive Peripheral Devices: [US-20230401344-A1](#), [US-20230401362-A1](#)

Education

University College Dublin - BSc Computer Science, 2018

Achievements: Received UCD's Widening Participation Scholarship in 2014

Thesis: "[Blockchain based e-ticketing system for road traffic offences](#)"