Caleb Tote

Senior Technical Director of Infrastructure · Gearbox Software

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Infrastructure leader with 15+ years in software, building the paved road engineers use to create, ship and run services. At Gearbox I lead a multi-national cloud infrastructure team, set technical direction for a platform carrying services for more than a million concurrent players, and bring AI into everyday engineering, from coding agents and AI review to agentic delivery across the fleet.

Hours → minutes

Deploys after the platform migration. About 11 minutes from merge request to dev.

100+ AWS accounts

Governed by the Gearbox Cloud, one organization for networking and security.

$1M+ a year

Saved through infrastructure density research I led.

1 ticket → ~90 repos

Agentic delivery built to turn a month-long rollout into about a day.

EXPERIENCE

Gearbox Software

2019—present

Senior Technical Director of Infrastructure · earlier Technical Director, SRE & Cloud

- Lead a multi-national, cross-functional team of SRE and cloud engineers. Own hiring, long-range roadmaps, capacity planning, NOC management and cloud cost.
- Led the architecture and migration of the developer platform to GitLab CI/CD, Terraform and Terragrunt, AWS Secrets Manager and Datadog. Deploys went from hours to minutes: about 11 minutes from merge request to dev at the median and about a minute per promotion after that.
- Set the paved road for new services: a template holding the Go API, Lambda functions, Terraform, a local Docker environment, CI and OpenAPI docs, plus a shared monitoring baseline every service inherits.
- Directed the design and engineering of the Gearbox Cloud, an AWS organization setting networking and security for 100+ accounts.
- Rolled out Claude Code and Codex to engineers through AWS Bedrock with SSO, per-person model access and per-person cost. Set up an evaluation lab that scores AI code review against the reviews engineers wrote.
- Helped lead the design and build of an agentic delivery framework that takes one change across about 90 repositories from a single ticket, with pipeline checks before merge and after deployment.
- Helped design and build an internal AI assistant for incident triage, on-call and release notes.
- Authored the launch rotation and incident-management framework, including mock launches. Engineering leaders join on-call when the rotation becomes unsustainable.
- Led infrastructure density research that saves more than $1 million a year.

AWS · Bedrock · Terraform · Terragrunt · GitLab CI/CD · Go · Docker · Datadog

Electronic Arts

2014—2019

DevOps Engineer

- Ran online services for EA game franchises, from capacity planning ahead of launches to monitoring that caught outages early and fast mitigation when they happened.
- Wrote tooling to automate operations and deployed and maintained cloud-hosted services.

AWS · Python · Perforce · Graphite · Grafana · Linux

CGI Federal

2010—2014

Development Team Lead

- Lead software engineer on a C++ federal ERP system. Prioritized the team's work, resolved critical defects, and reviewed and merged fixes.
- Worked across defect triage, performance work and new features on a large development team.

C++ · Perl · Ruby · Git

Thrasher Engineering

2005—2010

Network Administrator

FOCUS

- Developer experience & platforms
- CI/CD pipeline design
- AI-assisted development
- Quality engineering
- Site reliability engineering
- Cloud & microservice architecture
- Leading engineering teams

AWS

Governance	Control Tower · SCPs · Organizations
Networking	Transit Gateway · VPCs · ALBs · NLBs · PrivateLink
Serverless	Lambda · API Gateway · Fargate · Aurora
Security	Security Hub · IAM · KMS · Secrets Manager · CloudTrail
Containers	ECS · ECR
AI	Bedrock
Other	Cost monitoring · S3 · Route 53 · AppConfig · CloudFront

EDUCATION

MS, Computer Science
University of Illinois Urbana-Champaign · 2015

BS, Computer Science
Bluefield State University · 2010