



DevOps Lead – Palo Alto

Challenges of this role

You will be the guardian of web production systems used by over 17k publishers and 12k e-commerce companies. Our products create relevant digital ads in REAL-TIME and cross-devices in 50ms, half a million times per second. We work at a scale of speed, performance and complexity that few others have.

The operations platform is one of the largest commercial systems in the world- spread across 3 continents and 8 datacenters with more than 17,000 servers and more than 40PB of data. We are still a young company where there is still a lot to build and drive. If you are a problem solver, a MacGyver of engineering and want to work in DevOps at massive scale, then this is the right place for you!

More specifically:

- Lead a team of DevOps Engineers in a highly agile environment
- Support all systems layers- starting from the infrastructure to the application layer
- Monitor the environments and perform alert/incident troubleshooting in a timely manner
- Detect issue recurrence and automate the incident response

Strong candidates qualifications

- 5+ years' hands-on experience in **Systems Engineering/DevOps**
- 2+ years' experience in a Management/Lead Role
- Experience in working on a Windows and/or Linux production platform, running **Web Services** (IIS, Apache, etc) with a strong knowledge of Linux Systems or Windows fundamentals (CentOS, Windows 2008 R2, Windows 2012)

- Good understanding of networking concepts (load balancers, routers) as well as System Admin
- Experience in working with remote teams to resolve large scale production issues
- Skills in identifying recurring design issues and implement automatic response
- Strong experience with either automation frameworks (ex Chef or Ansible) and monitoring tools (Nagios, Centreon, Graphite, etc.) and configuration management

Criteo R&D Culture

- **Empowerment** – We believe in hiring the best engineers in the industry and then letting them get on with what they do best – designing, coding and releasing state of the art software.
- **Mobility** – In our Voyager program our engineers get to pick which team they want to work on for 2-4 weeks, boosting collaboration, networking and maybe even leading to switching teams.
- **Agility** - We work in a fast pace environment where we build and release stuff frequently to deliver value soon and adapt to changes quickly.
- **Variety** – We have many ways to get your code to production including our Hackathon, 10% projects, Voyager and more.
- **Multicultural** – We have engineers from all over the world for you to interact and exchange ideas with.

Our culture keeps evolving, and you will be expected to contribute actively with new ideas to complement and enhance the existing programs that include frictionless internal mobility, 10% time, mentoring, technical talks, hackathons, conferences, etc.

Are you up to the challenge?

Do you want to know more about life in the R&D?

Youtube: [R&D Criteo @ US](#) / [R&D Criteo @ Europe](#)

Our blog: <http://www.criteolabs.com>

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