



<https://skalator.io/job/cloud-systems-engineer/>

Cloud Systems Engineer

Description

We are looking for a Cloud Systems Engineer to design, implement, and maintain scalable cloud infrastructure for both internal systems and client environments. This role focuses on reliability, performance, and cost optimization across cloud platforms.

- Design and manage cloud infrastructure (primarily AWS).
- Deploy and maintain scalable, secure, and reliable systems.
- Monitor system performance and optimize resource usage.
- Implement automation and infrastructure-as-code solutions.
- Troubleshoot infrastructure issues and ensure uptime.
- Collaborate with development and AI teams on system integration.
- Ensure security best practices and compliance.
- Continuously improve infrastructure efficiency and cost.

Responsibilities

- 2+ years of experience in cloud engineering or DevOps.
- Hands-on experience with AWS services.
- Familiarity with Linux systems and networking.
- Experience with CI/CD pipelines.
- Understanding of infrastructure as code (Terraform or similar).
- Strong troubleshooting and problem-solving skills.
- Good communication skills in English.

Qualifications

- 3+ years of experience in cloud infrastructure or DevOps roles
- Strong knowledge of AWS ecosystem (EC2, S3, RDS, VPC, IAM)
- Experience with Terraform or similar IaC tools
- Understanding of containerization (Docker, Kubernetes is a plus)
- Experience with monitoring and logging tools
- Strong focus on performance, reliability, and cost optimization
- Experience supporting production environments
- Ownership mindset and ability to work independently

Job Benefits

- Competitive salary and bonuses
- Flexible remote work
- Work on cutting-edge cloud and AI projects
- Professional growth and certifications support
- Dynamic and fast-growing environment

Hiring organization

Skalator

Employment Type

Full-time

Industry

Skalator

Job Location

4 Muzeinyi Lane, Kyiv, Ukraine,
01001, 01001, Ukraine

Working Hours

8

Base Salary

\$ 2000 - \$ 2500

Date posted

March 16, 2026