

luna@pawful:~\$ whoami

Emily "Luna" Gurnee

north carolina, us · luna@pawful.dev · pawful.dev · github.com/ohemilly

// professional summary

Systems and DevOps engineer with 3+ years operating production Linux infrastructure for hosting and game server platforms. Diagnoses incidents across the full stack, from application code and JVM runtimes to containers, networking, DNS, and databases. Automates provisioning, deployments, monitoring, and backups, and owns incident response and root-cause analysis. Author of Universe, an open-source game server orchestrator.

// technical skills

operating-systems: Linux administration (Ubuntu, Debian, Arch), Windows and general endpoint troubleshooting

infrastructure/containers: Docker, Docker Compose, Kubernetes (K3s), LXC, virtualization, AWS (S3, CloudFront), Pterodactyl, Ansible, Terraform

networking: TCP/IP, DNS, HTTP/HTTPS, firewalls (UFW, IPTables, Fail2Ban), Cloudflare (Zero Trust, WAF), mesh VPNs (Netmaker, Tailscale), load balancing, reverse proxies (Nginx, Caddy)

monitoring/observability: Prometheus, Grafana, InfluxDB, HetriXTools, webhook alerting, log analysis, uptime monitoring

databases: PostgreSQL, MongoDB, Redis, Supabase

programming/scripting: Kotlin (Ktor), Java (Paper/Spigot/Velocity development), TypeScript, JavaScript, Bash, Python, Go, Rust, Node.js, React, Next.js

ci/cd/tooling: Git, GitHub, GitLab, Jenkins, Nexus, CI/CD pipelines, automated deployments, rclone backups and disaster recovery

operations: Incident response, root-cause analysis, JVM troubleshooting, performance tuning, patch and vulnerability management

// professional experience

Darkless LTD

2024 – Present

director & lead devops – hosting, infrastructure, and client dev divisions

- › Operate production Linux infrastructure for a bare-metal and VPS hosting provider running containerized, public-facing workloads
- › Administer networking for high-availability game server environments: VPN mesh, firewall rules, load balancers, and reverse proxies
- › Automated provisioning, monitoring, backups, and scaling with Ansible, Terraform, and Bash/Python scripting for 24/7 availability
- › Diagnose production incidents spanning container failures, resource exhaustion, DNS and network faults, and database connectivity
- › Run security operations across all systems: patch management, vulnerability assessments, and intrusion detection monitoring

darkless.cloud · darkinfra.cloud · darkcode.cloud · [GitHub](https://github.com)

Clover Client

Feb 2026 – Present

software engineer – backend & rest api

- › Own the backend and REST API for a cross-platform Minecraft client (Windows, macOS, Linux) through private beta launch
- › Designed a server metadata system on PostgreSQL and AWS S3/CloudFront with a moderated write path and CDN-served read path
- › Built Discord OAuth-based ownership and submission flows with a staff moderation queue for community-submitted server listings

cloverclient.com

Scala Studios LLC

2023 – Present

vice president & co-director

- › Co-direct a Minecraft engineering studio building plugin, proxy, and infrastructure systems for networks like PotPvP and SolaraGG
- › Engineer Kubernetes game server infrastructure with template bootstrapping and repeatable, zero-drift deployments
- › Develop the shared Kotlin/Java platform: annotation-driven services, MongoDB/Redis persistence, Redis pub/sub messaging
- › Build Velocity proxy coordination and cross-proxy state synchronization keeping players, parties, and queues consistent network-wide
- › Perform production performance work: tick-time profiling, GC and allocation tuning, main-thread audits, and live JVM crash diagnosis

scala.gg · [GitHub](https://github.com)

MCCade Games

2023 – 2024

co-director & lead devops

- › Managed Minecraft server infrastructure end to end: provisioning, monitoring, scaling, and automated deployment pipelines
- › Built custom community forums with integrated authentication and player data services

[Forums code](#)

Refine Development

2023 – 2024

developer

- › Developed premium Minecraft plugins in Java for a commercial plugin studio serving thousands of server owners
- › Built and maintained production plugin features with a focus on performance, stability, and cross-version compatibility

refinedev.org · [GitHub](#)

JasmeowSystems

2023 — 2024

systems administrator

- › Administered Linux infrastructure for client hosting companies and Minecraft networks, with monitoring and incident support
- › Operated remote monitoring (HetrixTools, webhooks) covering CPU, memory, disk health, network, and RAID across client systems
- › Hardened client systems with firewall configuration (UFW, IPTables, Fail2Ban), SSH key access controls, and Cloudflare Zero Trust
- › Managed automated off-site backups with rclone to cloud storage, with logged completion reporting for recovery readiness

jasmeow.systems

Sona Interactive LLC

Aug 2026 — Present

chief operating officer

- › Lead operations for the studio behind Clover Client, spanning engineering direction and infrastructure

sona.gg

LunarLabs LLC

2024 — Present

founder & coo

- › Founded a software studio delivering Next.js web apps, mobile apps, and Kotlin/Ktor backends on fixed-bid commissions
- › Built the client portal and admin panel with milestone tracking; own backend performance and security hardening

lunarlabs.dev

PinkCloud Studios

2023 — 2024

founder — freelance development & infrastructure

- › Delivered full-stack applications and infrastructure management for freelance clients, from architecture through deployment

GetVCS

2024

cso & web developer

- › Delivered the company website and client dashboard, including user authentication and data management services

// selected technical projects

Universe — open-source game server orchestrator

java 21, kotlin/ktor, hazelcast, docker, kubernetes · apache-2.0

- › Architected a single-binary orchestrator: master and wrapper nodes ship in one fat JAR and cluster peer-to-peer over Hazelcast
- › Built a REST + WebSocket API for lifecycle control, live log streaming, and console access, with bearer auth and rate limiting
- › Designed pluggable runtimes deploying identical config to screen, tmux, Docker, or Kubernetes via self-registering extensions
- › Shipped versioned templates with variable substitution, ArgoCD GitOps sync, and Paper/Velocity plugins with proxy auto-registration

universe.lunarlabs.dev · [GitHub](#) · [Docs](#)

Voyager — open-source deployment platform

react, next.js, node.js, discord api

- › Co-built an open-source platform split across independent frontend, backend, and Discord API services with a shared API layer
- › Shipped a deployed production frontend and published all components for community use and contribution

[Live site](#) · [Frontend](#) · [Backend](#) · [Discord API](#)

LunarShell — Linux server shell environment

shell, starship · mit

- › Built a distributable shell environment for Linux servers: Starship-powered prompt, system-metrics MOTD, and hardened SSH and security defaults
- › Shipped a one-command installer with distro detection for Ubuntu Server, Enterprise Linux (EL8/EL9), and Arch

[GitHub](#)

// homelab & self-hosted infrastructure

- › Self-host development infrastructure including Forgejo git hosting and a Jenkins + Nexus CI/CD and artifact pipeline
- › Run mesh VPN networking (Tailscale, Netmaker) connecting distributed servers, containers, and databases across sites
- › Diagnosed cross-layer networking faults, e.g. Docker bridge networking blocking container access to VPN-routed MongoDB
- › Daily-drive Arch-based Linux with hands-on kernel and GPU driver troubleshooting, package management, and system recovery

// about

Trans girl, lifelong IT obsessive, and space nerd. I have been in Minecraft since it launched and turned it into a career; outside work I am usually tinkering with my Arch setup or chipping away at a space game of my own.