Alexander Mussell

Phone: Please email me if you require my telephone number.
Email: alex@alexandermussell.com

SKILLS

- Ansible
- UNIX
- BOSH
- CloudFoundry
- VMware and NSXT
- Python
- Bash
- OpenStack
- Prometheus
- ELK
- Docker
- Version Control
- Load-Balancing technologies
- Firewall technologies
- CI/CD pipelines (Concourse)
- Database technologies (both SQL and NoSQL)
- Messaging services (RabbitMQ)
- Proxy services
- On-call experience

SUMMARY

Site Reliability Engineer with 3+ years of hands-on experience automating, creating, maintaining, and supporting multi-environment platforms, infrastructure and services at scale - whilst leveraging configuration management tools, CI/CD pipelines, scripting to facilitate testing, and using both Agile and DevOps practices.

WORK EXPERIENCE

Site Reliability Engineer 2020-present
YOOX Net-a-Porter Group, Full-time

Site Reliability Engineer 2016-present
Sky Group, Full-time

3+ years experience working at Sky Group as a Site Reliability Engineer on the Nimbus team. I maintain, develop, and support Sky's multiple internal, private cloud, open-source CloudFoundry instances and services. Our largest deployment hosts over 1000 web-facing applications, with over 40 teams, and hundreds of users. We also maintain a large legacy platform. With our deployments being hosted on a private cloud, understanding networking has become an integral part of the current position, as we have full access to our firewalls, load-balancers, and VSphere infrastructure.
Our current major project is to design and deploy the underlying infrastructure and networking of a new CloudFoundry instance to use NSXT and turn our entire estate into infrastructure as code, followed by migrating old services and the applications we host and decommissioning the old instances. The migration has involved the pipelining of all

of our deployments and their respective tests, and removing our multi-DC forks to bring us in line with the community.
When I started at Sky, the way in which deployment manifests were created and released was manual and convoluted. Any new services, especially non-standard configured dedicated services, took multiple weeks to deploy. After I restructured the way we created releases and deployment manifests, we could get out standard deployments in hours, and non-standard configuration deployments out in a couple of days. This saved the team money in engineering cost, and brought services to end users considerably faster.

EDUCATION

MSci. Computer Science and Artificial Intelligence 2015-2016
University of Nottingham

As a team, we were exploring the implementation of an artificial intelligence system for non-deterministic board games, with a focus on the military board game, Risk.

BSc. Computer Science and Artificial Intelligence 2012-2015
University of Nottingham