Alexander Mussell

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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 inc. as a DevOps engineer on the Nimbus team. I maintain, support, and develop 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. 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. Whilst also decommissioning old hardware load-balancers and firewalls.
When I started at Sky, the way in which deployment manifests were created and released was really convoluted, and any new services (especially new, dedicated services of pre-existing services) took at least week to deploy. I restructured the way we created both releases, and deployment manifests to enable us to get out these dedicated services within hours, not weeks. Which saved the team money in engineering cost, and brought services to end users in a more timely manner.

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