Arno Alford

Site Reliability Engineer

Personal Info

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GitHub

https://github.com/ArnoAlford

LinkedIn

www.linkedin.com/in/ArnoAlford

Skills Unix/Linux Excellent Python Excellent Automation Excellent SQL Excellent Ansible Ver Good Docker Very Good GIT

Technical Site Reliability Engineer with experience in networking and software engineering. Interned as Systems Administrator at Blizzard Entertainment, where I designed internal tools for the Operations Center. Wrote offline cloud automation scripts. Worked closely with engineers to slash system access request times by 35%.

Experience

2018-06 - **Systems Administrator Intern**

2018-09 Blizzard Entertainment

Responsibilities

- Wrote automation scripts for offline cloud instance troubleshooting, saving admin time.
- Designed and launched an internal tool that redesigned the workflow for the Global Network Operations Center.
 - Boosted efficiency by assembling all monitoring tools into one page with full functionality.
 - Decreased system access request times by 35%.
 - Built using Python, SQL, and Flask, with full Docker integration.

Achievements

• Owned a completed full-stack project from inception to deployment.

Education

2016-08 -

BS in Management Information Systems

present California State University, Long Beach

- Expected Graduation: Dec 2018
- Pursuing a passion for programming and networking.
- Excelled in database classes.

Projects

Oracle Transaction Database

Objective: design a fully working Oracle transaction database.

https://github.com/ArnoAlford/My-SQL-Database-Project

• The project allows new orders, queries, shipping and warehouse updates, inventory updates, aging and sales report generation spanning six programs.

Ansible Docker Swarm Deployment

Objective: to automate the deployment of a Docker swarm using Ansible

- Developed and wrote Ansible automation playbooks for Docker installation, setup, and use.
- Deployed to a cluster of four PXE booted Raspberry Pi.

References

Evan Roddenberry, Associate Manager IT Operations at Blizzard Entertainment

I managed Arno during his internship at Blizzard Entertainment. His intern project (FLARE) was exceptional and greatly increased the quality of life as well as daily efficiency of the Blizzard Operations Center. He has an insatiable appetite for learning and it was remarkable watching his development during his internship. He is charismatic, friendly, and a natural relationship builder. He is also focused, systematic, and passionate which make him a great fit for any position. As he continues to grow in his pursuit of an IT career, I have no doubt he will succeed.