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## JOB DESCRIPTION

**POSITION TITLE:** INFRASTRUCTURE ENGINEER

### REPORTING RELATIONSHIPS

**ACCOUNTABLE TO:** LAS CASAS GAMING INC.

**REPORTS TO:** GINO RAFAEL DIMAANO

### ***ROLE OVERVIEW:***

The Infrastructure Engineer plays a crucial role in designing, implementing, and maintaining the technical infrastructure required to support the gaming platform and associated systems. They work closely with the IT team, developers, and other stakeholders to ensure a reliable, scalable, and secure infrastructure environment that meets the needs of the gaming company.

### ***KEY RESPONSIBILITIES:***

#### 1. Infrastructure Design and Implementation:

- Design, deploy, and maintain the company's network infrastructure, including servers, storage systems, and networking components.
- Implement best practices for scalability, reliability, and performance optimization in the infrastructure architecture.
- Evaluate new technologies and solutions to enhance the company's infrastructure capabilities.

#### 2. System Administration and Maintenance:

- Perform routine maintenance tasks, including software updates, patch management, and system backups.
- Monitor system performance and troubleshoot issues to ensure optimal operation of servers and network resources.
- Implement and maintain security measures to protect infrastructure assets from cyber threats and unauthorized access.

#### 3. Cloud Services Management:

- Manage cloud-based infrastructure services, including provisioning, configuration, and monitoring.
- Optimize cloud resources to ensure cost-effectiveness and scalability of infrastructure operations.

#### 4. Disaster Recovery and Business Continuity:

- Develop and maintain disaster recovery plans and procedures to minimize downtime and data loss in the event of system failures or disasters.
- Conduct regular testing of disaster recovery mechanisms to verify effectiveness and readiness.

5. Collaboration and Documentation:

- Collaborate with cross-functional teams, including developers, QA engineers, and project managers, to support infrastructure requirements for game development and deployment.
- Document infrastructure configurations, procedures, and troubleshooting steps for knowledge sharing and future reference.

6. Performance Optimization and Capacity Planning:

- Identify opportunities for performance optimization and capacity planning to ensure infrastructure resources meet current and future demand.
- Analyze usage patterns and trends to anticipate growth and scale infrastructure accordingly.

7. Compliance and Security:

- Ensure compliance with industry regulations and standards related to data security, privacy, and gaming industry requirements.
- Implement security controls and measures to protect sensitive data and infrastructure assets from cyber threats and vulnerabilities.

**QUALIFICATIONS AND SKILLS:**

- Bachelor's degree in Computer Science, Information Technology, or a related field.
- Proven experience of 3-5years in infrastructure engineering roles, preferably in the gaming industry or a technology-intensive environment.
- Strong knowledge of networking concepts, server administration, virtualization, and cloud computing technologies
- Proficiency in scripting languages for automation and infrastructure management tasks.
- Experience with infrastructure monitoring and management tools
- Excellent problem-solving skills and ability to troubleshoot complex technical issues in a fast-paced environment.
- Strong communication and collaboration skills to work effectively with cross-functional teams and stakeholders.
- Relevant certifications are a plus.

Prepared by:

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