Ra'ad Aldakhil

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Experience

Site Reliability Engineer   Sept 2019 – Present
Saudi Aramco   *Dhahran, KSA*

- Developed vendor-agnostic Storage as a Service application in **Python**, serving 80,000+ users, reducing deployment time by 98% and saving 1,200+ man-hours annually
- Automated infrastructure operations by creating multiple **Ansible** playbooks for NFS mount discovery, synchronisation jobs, and migration workflows
- Built a **PowerShell** migration tool with logging capabilities for failed robocopy operations and automated email notifications for completion status
- Created a **Bash** automation tool for NFS share migrations, centralising rsync logs and implementing error handling with administrative alerts
- Developed CI/CD pipelines using **GitLab CI**, and **GitHub Actions** for infrastructure as code deployments with **Docker** and **Kubernetes**
- Executed multiple large petabyte-scale data migrations with zero data loss, ensuring seamless transitions with minimal business impact through automated validation scripts
- Led data-in-transit and data-at-rest encryption implementation project for SMB and NFS shares, developing secure protocols and automated deployment procedures across enterprise infrastructure

Education

University of Manchester   Manchester, UK
MEng (Hons) in Software Engineering   *Sep. 2015 – June 2019*

Projects

Homelab | *Kubernetes, Docker, Ansible*   Sep. 2019 – Present

- Running over 40 TB of NAS and SAN (iSCSI) storage with scheduled backups
- Managing a Kubernetes (K3s) cluster with 3+ nodes, running dozens of pods
- Managed through Proxmox
- Configured using Ansible playbooks

3rdYrProject | *Python, NumPy, scikit-learn*   Sept 2017 – June 2018

- Submission for my 3rd year project. Involves using an Enobio EEG to train an SVM to detect whether a user's eyes are open or closed, and after testing and training, would play music depending on how long the eyes were open or closed
- Awarded First Class mark

Clink | *Unity, C#, MySQL*   Sept 2016 – June 2017

- Worked with a group of students to develop a **Unity** multiplayer Connect 4 game with **C#**, where I worked on the online multiplayer aspect of the development, as well as assisting the rest of the team with gameplay
- Awarded Best Looking Project and rated second best overall of the year

Certifications

- Unity Certified Professional: Programmer
- Udacity Site Reliability Engineer Nanodegree
- Udacity Data Engineer Nanodegree
- Huawei Certified ICT Professional-Storage
- SNIA Certified Storage Professional (SCSP)