Raad Aldakhil

SOFTWARE ENGINEER

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Summary

Currently a Linux System Administrator at Saudi Aramco, graduated with an MEng Software Engineering Student at the University of Manchester under a sponsorship from Saudi Aramco, I was the Director and Founder of the Game Development Team of Hacksoc Manchester. Interested in game development, VR development, and automation.

Work Experience

Saudi Aramco   *Dhahran, KSA*

LINUX SYSTEM ADMINISTRATOR   *Sep. 2020 - Current*

- Providing technical support in running and maintaining the company's *nix OS infrastructure.
- Responsible for patching critical systems and resolving service interruptions to maintain 24/7 operations.
- Writing Ansible scripts to automate routine tasks such as removal of deprecated packages to ease before automated patches and to free up space on nearly full systems.
- Performed multiple data migrations.
- Lead automation projects using Ansible and RPA.

Saudi Aramco   *Dhahran, KSA*

STORAGE SYSTEM ADMINISTRATOR   *Sep. 2019 - Sep. 2020*

- Provided technical support in running and maintaining the company's storage infrastructure.
- Performed zoning, masking and mapping for SAN, and local remote mirroring for NAS.
- Hardened storage security with vulnerability testing and sanitization.
- Lead data-at-rest encryption testing and benchmarking project.
- **SNIA Certified Storage Professional** awarded Dec. 29 2019.
- **Huawei Certified ICT Professional-Storage** awarded Mar. 17 2021.

Education

The University of Manchester   *Manchester, UK*

MENG. (HONS) SOFTWARE ENGINEERING   *Sept. 2015 - Jun. 2019*

- Worked with a group of students to develop a Unity based 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.   ⬀link
- Tested, debugged, built, developed and deployed a multi- user, multi-threaded, client-server open source game containing over **6000** Java classes and **1800** test cases using Eclipse, Git, Apache Ant, Jenkins, JUnit and SonarQube.   ⬀link
- Developed a workshop using an EEG(Electroencephalograph) creating an outreach activity to teach students in school about concepts of computer science utilising MATLAB, Python, NumPy, SciPy, and Pandas.
  Focused on merging brain activity analysis and machine learning models(SVM) to make predictions on signals received from the visual cortex to perform a variety of timing-based commands.
  Awarded a First class mark.   ⬀link

Positions of Responsibility

UniCS (Game Development Team)   *Manchester, UK*

CO-FOUNDER & DIRECTOR   *Sept. 2018 - Jun 2019*

- Co-Founded and Directed the game development team in the UniCS society with a focus on providing interested and passionate students an introduction to game development.
- Organised a series of Unity workshops to teach students the fundamentals of game development using the Unity engine.
- Planned, organised, and ran a 12-hour game jam where students would develop a game following a theme and the top 3 community voted games were awarded prizes from our sponsors

StudentHack IV   ⬀**link**   *Manchester, UK*

PUBLIC RELATIONS MANAGER   *Mar. 2016*

- Managed a 400 person event's social media and assisted with minor logistics.
- Worked with a team of 40 in order to manage the 48 hour event.