

# Raad Aldakhil

MEng Software  
Engineering Student



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portfolio/ Raad.it



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## Skills

Programming Languages: C/C++, C#, Python, Java.

Tools & Technologies: Android, Unity, SonarQube, JUnit, Git, Microsoft Office, Eclipse, Apache Ant, Angular5, Continuous Integration - Jenkins, Linux, Windows.

## Interests

Game Development

Photography

Gaming

Volunteering

Rowing

## References

References available on request

## Education

2015 - 2019  
(Expected)

**MEng Software Engineering**  
Manchester, United Kingdom  
Specialization: Game Development  
Grade: Upper-Second Class

**The University of Manchester**

2013 - 2015

**College Preparatory Program**  
Dhahran, Saudi Arabia  
GPA: 3.54/4; A-Levels: A in Physics, B in Further Mathematics.

**College Preparatory Center**

## Experience

2018-Current

**Game Development Team Director and Founder**

**HackSoc Manchester**

- Responsible for coordinating a team of students to plan various events, workshops, talks, and a game jam with industry professionals to involve students in game development and introduce them to the game development industry.
- Organised a successful workshop with Activision with over 100 attendees, and a bi-weekly game development in Unity workshop attended by over 50 students.

Summer 2018

**Systems Analyst - Content Management Intern**

**Saudi Aramco**

- Worked with a team of experienced Content Managers in major aspects of Information Life-cycle Management specialising in Documentum.
- Involved in working with cutting-edge SAN and NAS storage systems and archiving SAP and legacy data, mail, and other forms of archivable content.
- Created a productivity and reminder web application using Angular5 to remind senior employees of expiring administrator accounts, open vendor tickets, and remaining tasks which are fetched from the company's servers.
- The application reduced downtime due to expired administrator accounts by 80% and increased efficiency by 33%.

Summer 2017

**Systems Engineer Intern**

**Saudi Aramco**

- Worked with a team of computer engineers and scientists to provided assistance in running the company's storage network.
- Performed zoning, masking and mapping for SAN, and local remote mirroring for NAS.
- Assisted in storage security with vulnerability testing and sanitization.
- Developed a Java application that automatically managed the storage system for a large number of employees.
- Increased storage team efficiency by 20% by automating the storage analysis task.

March 2016

**Public relation**

**StudentHack IV**

- 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.

## Projects

2017-2018

**Computer Science is exciting and science: Outreach projects for schools, 3<sup>rd</sup> year project**  
**University of Manchester**

- Developed a workshop using an Electroencephalograph creating an outreach activity to teach students in school about concepts of computer science.
- Development used *MATLAB, Python, NumPy, SciPy, and Pandas*.
- Focused on merging brain activity analysis and machine learning models to make predictions on signals received from the visual cortex and perform a variety of functions. **Awarded a First class mark.**

2016-2017

**Stendhal Game 2<sup>nd</sup> year project**

**University of Manchester**

- 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.
- Tools: Eclipse, Git, Apache Ant, Jenkins, JUnit and SonarQube.*

2015-2016

**Click 1<sup>st</sup> year project**

**University of Manchester**

- 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.**

February 2016

**FinanceMotion**

**IC Hack '16**

- Worked with a team to develop a web application that is controlled with gesture tracking powered by Leap Motion's Controller.
- Assisted with the visualization using JavaScript and data acquisition using JQuery.

## Extra Curricular

December 2018

**Student Mentor**

**Major League Hacking, Local Hack Day**

- Mentored students at the Local Hack Day event on the 1st of December, offering advice in debugging code, and on useful and appropriate tools, practices, and languages for projects.

2017-2018

**Rowing**

**Senior Rower at Manchester University Boating Club(MUBC)**

- Currently training with a team of skilled rowers and building skills that allow me to work with a dynamic team, and learning how to take care of my health and fitness at a fundamental level.

2017-2018

**Open Day Volunteering**

**University of Manchester**

- Presented aspiring computer science students with a workshop that summarised the fundamentals of Machine Learning, Signal Processing, and Object Oriented Programming.

*This is an interactive CV, Please print if necessary*