Raad Aldakhil

SOFTWARE ENGINEER

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Work Experience

Saudi Aramco   *Dhahran, KSA*
STORAGE SYSTEMS ENGINEER   *Sept. 2019 - Current*

- Working in the Storage Management Team to providing assistance in running the company's storage network.
- Performing zoning, masking and mapping for SAN, and local remote mirroring for NAS.
- Assisting in storage security with vulnerability testing and sanitization.

Saudi Aramco   *Dhahran, KSA*
SYSTEMS ANALYST INTERN - CONTENT MANAGEMENT TEAM   *Summer 2018*

- 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 prototype productivity and reminder web application using Angular5 with the goal of reminding employees of expiring administrator accounts, open vendor tickets, and remaining tasks which are fetched from the company's servers.

Saudi Aramco   *Dhahran, KSA*
STORAGE SYSTEMS ENGINEERING INTERN   *Summer 2017*

- Worked with a team of computer engineers and scientists to provided assistance in running the company's storage network.
- Learned the basics of performing zoning, masking and mapping for SAN, local remote mirroring for NAS, and storage security with vulnerability testing and sanitization.

Education

The University of Manchester   *Manchester, UK*
MENG. 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 to make predictions on signals received from the visual cortex to perform a variety of pre-built software 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.