

ANDREI NIȚĂ

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EXPERIENCE

♥ Linux System Administrator
🌐 **REGNOLOGY.NET**
📅 Jan 2024 – Present 📍 Remote

- GCP Managed Services Department
★★★★★.happyHere(😊).println(^_^)

👁 Network Infrastructure Engineer
🌐 **Lenovo.com**
📅 Jul 2023 – December 2023 📍 Remote

- Troubleshooting internal VPN infrastructure. This includes determining network bandwidth needs, recommending networking equipment and managing the installation of such equipment.
- Overseeing the work of network technicians and provide them insightful directions.
- Monitoring network performance to determine adjustments needed.
- Debugging network issues and outages, schedule updates, and collaborate with network architects on network optimization.
- Implementing best practices for network access controls and policies with the goal of discovering security breaches faster.
- Maintaining documentation network architecture, including diagrams, operational procedures, and inventory of network devices.
- Developing meaningful relationships with network devices vendors to ensure that all equipment and services meet all internal policies.

👁 Linux System Engineer
🌐 **Layershift.com**
📅 Nov 2022 – Jul 2023 📍 Remote

- Manage ~5k (Redis, Memcached, GlusterFS, Litespeed webserver, Galera database) clusters distributed across 40 hardware nodes on VAP (Virtuozzo Application Platform) infrastructure. VAP is a PaaS previously known as Jelastic.
- Manage ~1k Plesk CentOS (KVM & Virtuozzo containers) VPS instances distributed across 30 hardware nodes on Plesk infrastructure (separate from VAP infra) and debug customer's configuration issues through Cerb ticketing system.
- Ensure correct VPS provisioning through OBAS (Odin Business Automation Standard) and migrate IPs if needed.
- Compile from source deprecated Plesk PHP modules.
- Upgrade MariaDB version to latest supported (10.6.8) by Plesk.
- Clear cache on DNS resolvers to avoid waiting for TTL expire.



“Those who dream by day are cognizant of many things which escape those who dream only by night.” - E. A. Poe

STRENGTHS

KVM	Virtuozzo	GKE	containerd
Nginx	Litespeed	Nagios	Zabbix
RHEL	CentOS	Gentoo	Alpine
Slackware	FreeBSD	Arch	Rocky
OracleDB	MariaDB		

LANGUAGES

Bash	● ● ● ● ●
Python	● ● ● ● ●
Perl	● ● ● ● ●
SQL	● ● ● ● ●
C++	● ● ● ● ●
PHP	● ● ● ● ●
Swift	● ● ● ● ●
Ruby	● ● ● ● ●
TypeScript	● ● ● ● ●
Kotlin	● ● ● ● ●

- ✈ Proactive attitude
- 🔪 Devotion, passion and high reliability in critical situations

- Identify OOM errors and suggest to customer who much RAM memory increase is needed for each use case. For example, in case of PHP-FPM max children value is exceeded, multiply it by memory size used for a single PHP-FPM child process.
- Optimize overhead and convert table storage engine from MyISAM (tabel level locks) to InnoDB (row level locks) to avoid websites huge load times.
- Migrate Plesk emails accounts to Ehlomail (enterprise email security solution).
- Wrote a Bash script to simplify a step « check for spam emails forwarded to Microsoft » of S3150 IP delisting internal procedure - identify email accounts on VPS with email forwarding enabled (nested SQL queries) and see if the email address, to which emails are being forwarded to, is hosted at Microsoft (catching Hotmail / Outlook relays of sent emails in VPS mail log).
- Maintain Bash scripts.

L3 Linux Support Engineer

 **Cgsinc.com**

 Jun 2022 – Oct 2022

 Remote

- Migrate Plesk websites to cPanel VPS.
- Debug emails delivery issues. Check PTR, SPF, DKIM, DMARC records.
- Maintain Bash scripts.

L2 Linux Support Engineer

 **Ceragon.com**

 Sep 2021 – May 2022

 Remote

- Manage ~200 Debian / Ubuntu KVM instances and debug customer's configuration issues trough Jira ticketing system.
- Debug connectivity issues while connecting to VPN installed on customer's VPS.
- Configure LEMP stacks in Debian VPS.
- Install Chromium driver, Selenium and NPM.
- Restore backups on storage servers to extract website's files and database.
- Maintain Bash scripts.

Linux System Administrator

 **Newsfactory.tv**

 Oct 2020 – Aug 2021

 Remote

- Participate in Skype technical calls with customers to design future structure of their website.
- Create, configure, design WordPress & WooCommerce / Shopify / PrestaShop websites, debug incompatibility between plugins, themes and PHP version (application issues) and reduce load time.
- Maintain PHP scripts.

Linux System Administrator

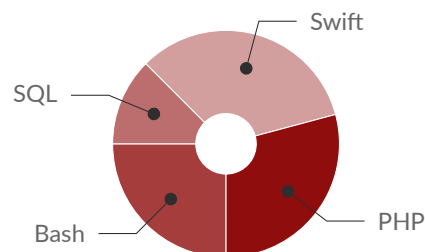
 **Thirdwavenetwork.com**

 Oct 2018 – Sep 2019

 Remote

- Compiling Linux kernels to patch NIC drivers.
- Compiling LAMP, LEMP, FAMP, FEMP stacks from source.
- Manage ~200 websites hosted at AWS, OVH (FR, SG, US & Canada regions), Host1Plus (Chicago & Los Angeles regions), Liquid-Web, LeaseWeb, MojoHost, Amerinoc.

KEY STRENGTHS



EDUCATION

 B.Sc. in Computer Science

Petroleum-Gas University

 2019 – 2023

 Ploiești

 Certified Programmer Analyst

"Alexandru Ioan Cuza" National College

 2014 – 2018

 Ploiești

Computer Science Profile

QUALIFICATIONS

• Plesk Obsidian Linux Expert

Plesk University 

 Nov 2022

Issued by Plesk

[www.credly.com/badges/](https://www.credly.com/badges/d3446bf1-f8a4-4227-82d0-365f283831f2)

d3446bf1-f8a4-4227-82d0-365f283831f2

• Database Design and Programming with SQL

Oracle Academy 

 May 2018

Issued by Oracle

- Mounted 4x DELL PowerEdge R730XD servers on rack, configured RAID60 and installed 3x CentOS 7.6 as host OS and one Windows Server 2016.
 - Replicate each website via rsync to local server in order to be easily modified, by colleagues in developers team, through GitLab installed by me on local server.
 - Install Nagios to monitor the uptime of all websites.
 - Configure multiple real-time replications between remote and local MySQL databases.
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PROJECTS

Game Server

 **Laganas2.com**

 2014 - Present

 Founder

- PHP Website Frontend & Backend written by me from scratch and translated from English to Romanian, German, Spanish and French.
- 800k uniques visitors — website monthly traffic
- Game client for Windows written in Python 2.2, not written by me from scratch, but I've made a lot of huge improvements in code by creating new in-game systems for better UX. I've also translated the entire game UI from English to Romanian, German, Spanish and French.
- Game daemon for FreeBSD written in C++, not written by me from scratch, but when I code a new UI module for Python client, I also implement C++ server-side code for that module.
- 1k active players simultaneously in rush hours (translated to 10k players connecting within 24h) — game monthly traffic