Linux System Engineer

Company Description

i3D.net is a leading provider of high-performance, low-latency hosting through a vast, privately-owned global network. As game sector veterans, we know what it takes for a network to withstand heavy demands, and as of 2019, we are a member of the Ubisoft family. Now we're growing faster than ever, keeping some of the world's biggest games and WebRTC services online, and their users connected.

Job Description

Automation is your keyword. Architect, design, and build a well-thought through new- and existing-infrastructure. Make sure the existing CDN infrastructure remains healthy and suited for the continuous growth of the business.
As a Linux Engineer, you are part of the infrastructure operations team. This department is responsible for maintaining our entire global infrastructure and maintaining the most critical systems we use during our daily operations. Primary work will be monitoring, maintaining, and upgrading our Linux based systems, but also maintaining our applications running on top of it.

Your Responsibilities

- Healthy infrastructure under all circumstances
- Implementing and maintaining Linux systems
- Configuration of servers
- Detecting, analyzing and resolving incidents
- Developing new functionalities
- Automate by creating and using Ansible playbooks
- Security (ACL's and firewalling)
- Migrating Linux environments
- Maintaining documentation
- Making backups

Interested?

Reach out to Arjan Koopen or Paul Hoogsteder, who are attending DENOG15 themselves or scan the QR code to see more information!