

## Job Description

Recruitment Position	Senior System Operations Engineer	Employment Type	Full-time Employee
<b>Job Description</b>	<ol style="list-style-type: none"> <li>1. Responsible for the installation, optimization, maintenance, monitoring, log analysis, fault isolation, and performance tuning (including early fault detection) of servers (physical servers and cloud servers).</li> <li>2. Optimize project architecture, assess technical risks, implement operational frameworks, manage business deployment, and handle cluster management.</li> <li>3. Conduct daily technical operations and maintenance, and regularly provide feedback on issues arising in the operational environment to promote improvements.</li> <li>4. Manage file and data backups, plan and execute system security measures.</li> <li>5. Research operational maintenance-related technologies, optimize web and game server performance, and develop maintenance technical solutions based on requirements.</li> <li>6. Analyze and assess network and application failures, respond quickly and systematically, and document the process.</li> <li>7. Promote automation and develop highly automated systems (actively implement automation for the services you are responsible for).</li> <li>8. Develop operational and maintenance systems using Python3, Django, and Vue.</li> <li>9. Proficient in MySQL database and propose and implement effective solutions for its operation.</li> </ol>		
<b>Specific Tasks</b>	<ol style="list-style-type: none"> <li>1. Operate and maintain a global deployment platform with 20 million page views (nginx, PHP7, MySQL5.7/8), implement auto-scaling in collaboration with the cloud, and use CICD for staged releases.</li> <li>2. Operate and maintain Hadoop and ELK logging systems (handling 40GB of logs daily), requiring understanding of Logstash and Ruby configuration.</li> <li>3. Optimize platform WAF (Web Application Firewall) rules.</li> <li>4. Deploy Prometheus globally and develop secondary features (data aggregation, alert consolidation, auto-diagnosis and recovery, transaction tracking, etc.).</li> <li>5. For game projects: Handle the lifecycle from project initiation to completion, enhancing stable operation.</li> <li>6. Automate operations and develop functional modules and systems using Python3.</li> </ol>		
<b>Qualifications</b>	<ol style="list-style-type: none"> <li>1. Over 5 years of experience in Linux server operations, with skills in OS-level configuration optimization, network and load balancing tuning, and appropriate resource allocation for servers.</li> <li>2. Expertise in setting up, optimizing, and utilizing LNMP environments (Linux, Nginx, MySQL, PHP), and familiarity with the release process and construction via CICD.</li> <li>3. Understanding of load balancing, high availability, and security settings for HAProxy, Keepalived, and Nginx, with the ability to quickly analyze logs.</li> <li>4. Proficient in Redis, MySQL, MongoDB, as well as virtualization technologies like KVM, Docker, and K8s, with extensive experience in CICD release flow and architecture.</li> <li>5. Familiar with Shell and Python3 programming, and able to work with development languages such as Python3 or Go. Preference will be given to those with experience in large-scale data, high-traffic games, or operation and maintenance of large platform sites.</li> <li>6. Excellent communication skills, strong teamwork abilities, high responsibility and motivation, and a service-oriented mindset.</li> <li>7. Basic understanding of system security and intrusion detection, with the ability to develop and implement security measures tailored to server conditions.</li> <li>8. The ability to learn quickly is essential due to the diversity of game architectures. Flexibility and speed in adapting to new applications, services, and technologies are a must.</li> </ol>		
<b>Contact Information</b>	For details on salary, selection process, and other information, please contact us. ( <a href="mailto:recruit@quantum-s.co.jp">recruit@quantum-s.co.jp</a> )		