Stanislau Iuchyn
Head of DevOps

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SUMMARY

Experienced Head of DevOps with 12 years of expertise in managing application lifecycle, cloud strategy, and migration processes. Demonstrates a strong track record in building and leading high-performing teams, establishing streamlined CI/CD processes, particularly within the GameDev industry. Skilled in designing scalable cloud services using Kubernetes and IaC, with a deep focus on implementing DevSecOps, FinOps, and GitOps strategies.

PROFESSIONAL EXPERIENCE

Head of DevOps   Oct 2021 - to present
Moon Active, Vilniaus, Lithuania
Moon Active is a private Israeli company that develops online games.
- Managed a team of 8 people and was responsible for the entire infrastructure of game projects.
- Improved infrastructure, saving 30% without degrading quality (traffic optimization, smart DB/Storage changes).
- Implemented a solution for Family Island (VictoriaMetrics), improving response times to issues and speeding up fix times.
- Worked with the LiveOps team to create a CI system for configuration validation, reducing errors by 90%.
- Created a test environment based on a single Git commit within 10 minutes.

Lead DevOps Engineer   May 2019 - Mar 2022
Melsoft, Vilniaus, Lithuania
Melsoft Games, a Lithuania-based mobile game developer headquartered in Vilnius, with a portfolio of over 40 released projects across various platforms.
- Responsible for the infrastructure of game projects, implementing new services and integrations with corporate infrastructure.
- Accelerated the team's workflow on several projects by 80%.
- Migrated from dedicated servers to GCP and Kubernetes using Helm/Helmfile, moving to SaaS solutions and cloud services, unifying projects.
- Hired, trained, and developed current and new employees on the team.

DevOps Engineer   Oct 2017 - May 2019
- Enhanced and consolidated the company's technical monitoring stack (Zabbix, Moira (Graphite) to Telegraf/Prometheus/VictoriaMetrics/ELK), ensuring a unified approach across all projects.

Infrastructure Engineer   Feb 2012 - Oct 2017
Wargaming, Belarus, Minsk
Wargaming is one of the world's largest publishers and developers in the free-to-play MMO market, employing over 5,000 people globally.
- Implemented the ELK stack to improve log-based monitoring and troubleshooting.
- Initiated the implementation of Ansible to replace ssh/pssh scripts used to manage game clusters, simplifying and speeding up releases.
- Developed utilities and scripts (Bash, Python) to manage World of Warships and WOTBlitz game clusters.

EDUCATION

Belarusian State University of Informatics and Radioelectronics, Belarus, 2003 - 2008

CERTIFICATES

Advanced Management Development Program, Stratoplan, 2024
Initial Management Development Program, Stratoplan, 2021

LANGUAGES

Rissina: Native, English: B2.

SKILLS

IT management, DevOps, Kubernetes, CI/CD, GCP, Terraform, Ansible, Python, Golang, Bash, AWS, Consul, K8S, Azure, Terraform, Cloudflare, Helm, ArgoCD, Terraform, Docker, Artifactory, MySQL, Redis, Postgresql, Ansible, GitHub.