Arseniy Shestakov

Software Engineer: Java, C++, Go, PHP - **linkedin.com/in/arseniyshestakov**

+44 73 93 026 466
me@arseniyshestakov.com
www.arseniyshestakov.com
github.com/arseniyshestakov

ABOUT ME

I am a software engineer with experience in Java, Go, PHP and C++. My strongest side is wide knowledge across diverse technology stacks as well as desire and capacity to learn new things rapidly.

WORK EXPERIENCE

Hack The Publisher OÜ, Contract — *Software Engineer*

JANUARY 2021 - PRESENT

As a game developer I do everything to get our game to release with bug-free and enjoyable gameplay. My role in company also included
- Leading code review, merging and QA efforts
- Negotiations with potential business partners
- Working at a booth during offline conferences

NDA, Full-time — *Java Full Stack Engineer*

AUGUST 2019 - NOVEMBER 2020

I participated on all stages of building business automation software:

- Learning about business processes that need automation
- Writing technical documentation for all required features
- Building custom CRM software from scratch
- Integration and maintenance of software solution

Freelance, Remote — *Software Engineer and more*

NOVEMBER 2008 - PRESENT

I do everything related to building and maintenance of online services:

- Creation of lightweight static landing pages using Bootstrap
- Creation and maintenance of heavy websites using CMS like WordPress
- Data scraping and web automation as well as anti-scraping protection
- Data import, export and conversion for e-Commerce
- Linux server administration including security hardening
- Installation and maintenance for Jira, Discourse, Rocket.Chat, etc
- Search engine optimization by Google Webmaster guidelines
- Advertisement using Google Ads including automation with the code
- User behavior analysis using A/B testing and UX improvements

TECH SKILLS

Backend:
Java
Spring Boot
Hibernate

PHP
Laravel

Go
Gin Framework

Frontend:
JavaScript
TypeScript
Angular
Vue
Web3.js

Desktop:
C++
Qt
CMake

Server:
Linux
Bash

Other:
SQL
Git
RegEx
OOP

NOTABLE PROJECTS

Dwarven Skykeep — *Programming, game design, QA*

Tech: Godot Engine, GDScript python-like scripting

Dwarven Skykeep is a premium game for desktop PC platforms.
Project is fully funded by the publisher and to be released on Steam.
Some of the tasks I performed during project development:
- Working on small team of programmers using Agile methodology
- Quality assurance for parts of code not covered with automated tests
- Managing playtests and collecting feedback from participants

Industry-specific CRM — *Java Full Stack Engineer*

Technology: Java, Spring Boot, Hibernate, Liquibase, ElasticSearch, Angular, Golang, etc

I built a custom CRM from scratch using Java Spring and Angular.

- Role system and full audit logs for any changes in database
- Client-side image and data import processing using TypeScript
- Integration of several 3rd-party services using 3rd-party REST API
- Web automation component using Selenium-like software
- Windows middleware written in Golang for CRM integration into OS

Industry-specific CRM — Freelance PHP Developer

Technology: PHP7, Laravel 5.X, Vue.js, Chromium Browser

Custom CRM and to automate business processes of small company:

- Easy to use dashboard to track status for all contracts
- Custom solution for form data import from Microsoft Word DOCX files
- Bot for form submission and status tracking using headless Chrome

Custom OpenWRT and USB modem firmware

Technology: Linux, OpenWRT, Bash, Golang

I customized firmware for number of routers and USB modem devices to
allow their integration and providing superior user experience:

- Creating custom modules for LuCi router UI
- Bash scripts as simple backend for LuCi commands
- USB modem management daemon with REST API written in Golang

VCMI Engine — *Maintainer of open source software*

Technology: C++, Boost, SDL2, Qt

I've maintained OSS reimplementation for Heroes of Might and Magic 3:

- Improved CMake cross-platform build and installer configurations
- Implemented advanced graph-based pathfinding system
- Optimized code performance using Valgrind and Intel XE Studio
- Provided code review and QA for other contributors
- Managed community and project infrastructure

SOFT SKILLS

Communication:
I am highly extraverted and
have experience in online
community management.

I can also work on offline
events talking to hundreds of
people every day to show the
product in best possible light

Teamwork:
I have experience of working
on small and mid-sized teams
of up to 30 people. I know how
to work efficiently as part of a
team and avoid unnecessary
conflicts.

Efficiency of my team and the
success of the product are
more important to me than
my ego or coding style of my
choice.

Positive Attitude:
Once I start to work on a
project I am always
enthusiastic about it.

I actually try to work on what I
truly believe in and I can share
this with my colleagues as
well as end users.

LANGUAGES

English - Advanced C1
Russian - Native