# Sergo Elizbarashvili

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## EDUCATION

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|---|---|
| **National Research University ITMO** | Saint-Petersburg, Russia |
| *Information systems and technologies* | *Sept. 2020 - Aug. 2024* |
| **National Research University ITMO** | Saint-Petersburg, Russia |
| *Game development* | *Sept. 2024 - Aug. 2026* |
| **VK Education Course** | Online |
| *Python Fullstack development* | *Sep. 2022 - Dec. 2022* |
| **Ozon Route 256** | Online |
| *Go development* | *Feb. 2023 - Apr. 2023* |
| **Yandex SRE Week** | Online |
| *Highload systems development* | *June 2024* |

## EXPERIENCE

**Tinkoff** — St. Petersburg, Russia
*SWE* — *Jul. 2022 - Dec. 2022*

`Java` `Spring` `k8s` `Kafka` `ClickHouse` `S3`

- Implemented internal methods for sending and consuming **Kafka** messages and save in **S3**
- Deployed microservices with **GitLab CI** and **Jenkins**
- Getting metrics with **Sage**, **Kibana**, **Grafana**

**VK, DZEN Adv.** — St. Petersburg, Russia
*SWE* — *March. 2023 - Nov. 2023*

`Java` `nodejs` `Spring` `ClickHouse` `MongoDB`

- Integrated advertising into various Dzen locations to increase revenue
- Rewrote a service from nodejs to Java to improve reliability
- Implement Gitlab CI with Teamcity tasks and correspondent tests
- Implement admin service for managing adv. blocks and deploy

**Yandex, Arcadia CD** — Moscow, Russia
*SWE* — *Jul. 2025 - Present*

`Go` `Java` `k8s`

- Developed and maintained Continuous Delivery pipelines for Arcadia monorepository
- Automated deployment processes to improve release stability and predictability
- Optimized CI workflows to reduce build and delivery time
- Integrated testing and quality assurance tools into CI/CD pipelines

## PROJECTS

**Distributed cache**

`Go` `gRPC` `Election` `Cache`

Implemented a distributed cache system using the Bully Election Algorithm for efficient data management. This system facilitates the storage, retrieval, and synchronization of information across multiple nodes, ensuring high availability and scalability in a distributed environment

## ACHIEVEMENTS

**ITMO Gamedev Day 4**

`Gamedev & Showcase Presentation` *Jun. 2025*

**Showcases finalist**, National-level game development event hosted by ITMO University

**RuCode 4.0**

`Algorithms and data structures` *Nov. 2021*

**Prize winner (33st place out of 336)**, All-Russian Festival On Algorithmic programming RuCode 4.0

## PROGRAMMING SKILLS

- **Languages**: Java, Kotlin, Go, Python, JavaScript, C#, C++
- **Frameworks**: Spring, ASP.NET Core/MVC, Django
- **Other**: Kafka, k8s, SQL, Docker, Roslyn, OOP, Design Patterns, Bash, Git, Selenium Webdriver, OpenGL, HTML/CSS, Gitlab, Jira, TeamCity, ClickHouse, MongoDB, Vagrant, Ansible, Unreal Engine