Nikita Podelenko

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Full Stack Engineer

As a Senior Software Engineer authorized to work in the USA, I bring expertise in both backend and frontend software development within the gambling industry. My backend skills include TypeScript (Node.js) development, contributing to half a million dollars annual revenue growth. Efficient cloud application administration with Kubernetes, Docker, and Google Cloud has facilitated a 30% reduction in operational costs. On the frontend, I'm proficient with Vue3, Nuxt3, React.

I prefer compacts teams where I've successfully met target goals, 95% ahead of deadlines. I'm no stranger to relocation, having moved three times for work, and have handled projects valued up to $1M. My personal ambition is to further hone my skills in bridging communication between business and development.

I take pride in my perfectionist approach, striving for a solution until all parties involved, including myself, are satisfied. My code-writing delivers business success, aiding in revenue increases of an average $250K, all driven by user satisfaction.

Beyond work-related duties, I contribute to open-source projects, participate in personal mini-projects (visit my GitHub - @Hormold or gptask.io), and continuously learn emerging technologies, primarily in the AI arena.

WORK EXPERIENCE

iGambling Development • 06/2021 - 06/2022

Hired as a solo architect/developer for an MVP iGambling project.

Full Stack Engineer

- Build an MVP and run a big experiment for the company, I spent a year working on an online casino project from architecture to front-end development for the affiliate program.
- I completely created the architecture of the project, database, microservices. The backend was developed in TypeScript, Google Cloud Pubsub was chosen as the channel for communicating microservices, and the main repository of the project was PostgreSQL.
- Build a complete frontend for project, using Nuxt.js (Vue2).
- Created 10 original games (written by me) for the project, 6000 games were connected with the help of partners (Slotegrator) through the API integration of our platform and the platform of partners.
- Connected more than 10 payment systems, 2 blockchains were fully integrated into the platform (web3 deposits, metamask).
- Interviewed potential candidates and selected personnel for the initial team of the project after production launch was part of my key responsibilities

- Developed an affiliate network platform, using the same technical stack - more 100+ partners joined in first few months
- The project was made on a turnkey basis and handed over to the company for further experiments and launch as a separate product.

OnMoon LLC • Full-time • 09/2015 - Present

An international company that specializes in online games and marketplaces. I managed to work in large (100+) and very small teams (3+)

Senior Software Developer

- Engineered several high-loaded gambling projects, including market.csgo.com, transforming it from a slow, legacy PHP project to a faster, multi-site engine. This significant transition led to the creation of trade markets for other games like TF2, PUBG, Rust, and even a Gifts.TM website, generating a 60% increase in user engagement.
- Developed Skinpay.com, the first-ever platform to facilitate instant selling of in-game skins with immediate payment receipt to user's e-wallet or cryptocurrency. This novel development led to a 40% upsurge in revenue.
- Maintained the infrastructure and developed a full-stack gambling ecosystem while working as a senior game backend developer and team leader on the oldest licensed gambling website with a large legacy codebase
- In collaboration with partners of our company, I contributed significantly to the core infrastructure of the Steam Inventory Helper project, serving 1M users. My roles entailed creating an authorization service and the development of internal and external APIs.
- I worked on MMBets.net, a project that allowed players to place real-money bets on self - Matchmaking ranked games in CS:GO and Dota2. This was the first-ever project of its kind, and it was made with only a team of two developers. It uses a lot of Steam low level API to parse game demo files, communicate with Steam Game Coordinator etc.
- My duties included providing support to legacy projects, transitioning projects to new, contemporary frameworks such as Nest, and adopting modern communication methods like Google PubSub, instead of Redis
- Built a payment system that effectively processed over a 1 million transactions. This system, integrated seamlessly with 30 different partner APIs, has been reliably facilitating payments and payouts for the past two years.
- Moved the whole project from dedicated servers to Google Cloud, including databases and instances.

MDK • 10/2014 - 09/2015

Russian social media community with 3M subscribers+

Web Developer

- LAMP stack, One and alone of a small russian media company. We making gaming projects, internal services like spam cleaning tool for comments in VK social networks (SaaS) .
- My primary project - first-ever skin in game items, link CS : GO jackpot website using Steam API in 2015. I made a backend for an early version of the website. It was hard because nobody before us do not use in-game skins for playing. This is my first experience with virtual goods.

Twite.Ru/Video Seed

Web Developer

- LAMP Stack
- Service offered to users to earn money on personal accounts in social networks.
- My objective was creating admin panel with statistics, caching. This is my first experience on working with big datasets.

EDUCATION

High School Diploma Computer Science

Immanuel Kant Baltic Federal University

PROJECTS

GPTAsk Telegram Bot

01/2023 - Present

Introducing a revolutionary chatbot powered by cutting-edge technology with 40 000 users and more 2000 paid subscribers.
Developed in TypeScript and hosted on Google Cloud Platform (GCP), this chatbot incorporates advanced features like voice message recognition, group chat compatibility, and image generation based on descriptions. It served more 100k messages daily.

With a seamless integration into Telegram, users can enjoy accurate and comprehensive responses to any queries. Leveraging the capabilities of GPT-4, our chatbot possesses unlimited knowledge and can adapt its creative responses based on user preferences. Additionally, this project promotes privacy and convenience, allowing secure payments via card without the need for phone number verification

Website: gptask.io

SKILLS

Affiliate Marketing, Application Programming Interface, Artificial Intelligence, Backend Web Development, Camp Management, Cloud Application, Codebase, Communication, Computer Science, Cryptocurrency, Docker Software, Educational Technology, Focused, Front End Web Development, GitHub, Google Cloud Platform, House Keeping, Internal Communication, Kubernetes, LAMP Stack, Microservices, Microsoft Excel, Minimum Viable Product, Network Infrastructure, Node.JS, Nuxt.js, PostgreSQL, Proven Track Record, Rust, Social Networking, Software as a Service, Statistics, TypeScript, Vue.js, WebSocket