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|---|---|--------------------------------|
| <div><div>Konstantin Khitrykh</div><div><div><div><div></div></div><div>Novi Sad, Serbia</div></div><div><div><div></div></div><div>konhit@gmail.com</div></div><div><div><div></div></div><div>https://t.me/konh_hit</div></div></div></div> |   |                                |
| Summary   | <p>Hello!</p> <p>My name is Konstantin, I am an experienced technology expert with a focus on Unity, C#, and ASP.NET Core.</p> <p>My expertise includes developing core game features, analytics services, custom SDKs, admin tools, integrating plugins and BaaS solutions.</p> <p>I am skilled in infrastructure management using Docker and AWS, CI/CD pipelines with TeamCity, and also prioritizing code quality through code review.</p>  |                                |
| Experience  | <div><div><div>Matryoshka Games</div><div>Chief Technology Officer</div><div><div><div></div></div>https://www.matryoshka.com/</div></div><div><ul style="list-style-type: none"><li>Implementing new analytics service (to cut Amplitude costs) - C#, ASP.NET Core, EF.Core, Postgres:<ul style="list-style-type: none"><li>traffic / day: 100 GB</li><li>peak RPS: 8K</li><li>Postgres storage: 5 TB</li></ul></li><li>Planning &amp; development of several custom SDKs - C#, Unity, ads &amp; analytics</li><li>Supporting infrastructure - Docker, AWS EC2, ECS, SQS, CloudWatch</li><li>Keeping focus on technology leadership - code review, new solution analysis &amp; prototyping, shared codebase management</li><li>Management - performance reviews, tech leads management, tech interviews</li><li>Working on Cooking Craze and 7 more projects (18M+ installs)</li></ul></div><div><div><div>Matryoshka Games</div><div>Senior Developer</div><div><div><div></div></div>https://www.matryoshka.com/</div></div><div><ul style="list-style-type: none"><li>Developing admin tool for f2p game operations - ASP.NET Core, TypeScript</li><li>Improving shared codebase for different projects</li><li>Integrating BaaS solutions like BrainCloud (saves, chat, leaderboards etc)</li><li>Implementing complex CI/CD pipeline based on TeamCity</li><li>Pushing forward code review initiative</li><li>Keeping performance goals using regular optimization</li><li>Cooking Craze project (10M+ installs) - https://www.bigfishgames.com/us/en/company/cooking-craze.html</li></ul></div></div><div><div><div>Deus Craft</div><div>Middle Developer</div></div><div><ul style="list-style-type: none"><li>Developing core/meta features</li><li>Integrating 2D art content into the project</li><li>Developing advanced asset bundles management, content management extensions</li><li>Implementing custom incremental build pipeline</li><li>Integrating native plugins - ads, FB, Crashlytics</li><li>Keeping performance goals using regular optimization</li><li>Integrating new features on server-side - Java/Spring</li><li>Cooking Craze project (10M+ installs) - https://www.bigfishgames.com/us/en/company/cooking-craze.html</li></ul></div></div><div><div><div>Academ Media</div><div>Technical Team Lead</div></div><div><ul style="list-style-type: none"><li>Establishing short-term games/application development</li><li>Implementing build pipeline/project template for projects</li><li>Team management</li><li>Pushing forward developer training initiative</li></ul></div></div></div> |                                |
| Education   | Novosibirsk Institute of Economics and Management<br>Computer Science   | 2009-2013<br>Bachelor's degree |
| Skills  | <div>Unity</div> <div>C#</div> <div>ASP.NET Core</div> <div>EF.Core</div> <div>Postgres</div> <div>TypeScript</div> <div>AWS</div> <div>TeamCity</div> <div>Mobile game development</div> <div>Web development</div> <div>Tech leadership</div> <div>Team leadership</div> <div>Code review</div> <div>Performance review</div>   |                                |
| Languages   | <div>Russian</div> <div>native</div> <div>English</div> <div>B2</div> <div>Serbian</div> <div>A1</div>  |                                |