



FULL-STACK SOFTWARE DEVELOPER

# Madrid Babajev

## Contacts

### Address

K. Kärberi 60, 13919  
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## Skills

- Backend - Node.js, .NET (C#), Microservices: Expert
- Frontend - React, TypeScript, Tailwind: Expert
- DevOps & Cloud - Docker, Azure DevOps, GitHub Workflows: Advanced
- Databases - SQL, NoSQL, Snowflake: Advanced
- AI/LLMs - RAG systems, LLM-assisted tooling: Advanced
- Testing - Unit, Integration, E2E (Cypress, Cucumber): Intermediate
- Communication, Adaptability, and Problem-solving: Expert

## Languages

- English: C1 - Advanced
- Estonian: C1 - Advanced
- Russian: Native
- Spanish: A2 - Pre-intermediate

Hi! I'm Madrid Babajev, a Full-Stack Developer at GGL and a recent TalTech graduate in IT Systems Development. Although I've been working as a developer for 3 years, I bring almost 7 years of overall work experience, which shaped my discipline, ambition, and drive for continuous improvement. I graduated from high school with a silver medal and competed as a professional athlete on the National Team. I later transitioned my sports career into self-employed fitness coaching, strengthening my communication skills while maintaining a strong body-mind balance. Outside of tech, I enjoy learning Spanish, travelling, chess, speedrunning video games, and staying active. I have a diverse skillset in tech, but as a person, I'm optimistic, transparent, easy-going, and reliable. However, my strongest trait is endurance: the ability to perform consistently at a relentless pace, adapt, and never give up.

## Work experience

Oct 2024 – Present

### Full-Stack Software Developer

*Games Global , Tallinn*

- Part of the team responsible for building and maintaining an RGS transaction reporting solution required for regulated markets, supporting all game studios via CLI tools and replay-based integrations. I was heavily involved in or solely handled at least 5 company MBOs, taking responsibility for keeping the code clean and maintainable.
- Developed a new RGS platform from scratch using a Node.js monorepo architecture deployed on Kubernetes, with Snowflake and infrastructure provisioned via Terraform.
- Maintained and extended mature legacy RGS services across numerous .NET repositories deployed through Azure DevOps, Octopus, and custom scripts.
- Contributed to a Release application used by studios to generate and manage game packages.
- Built a RAG-based agent that facilitates studios with package development through code guidance and QA support.

Sep 2023 – Jun 2024

### Software Developer & QA

*ICT Center , Tallinn*

- Implemented geospatial web graphics using OpenLayers in compliance with military standards.
- Established an end-to-end testing environment using Cucumber and Cypress to ensure application reliability.
- Delivered new UI features and UX improvements using React, TypeScript, and Tailwind utility classes.

## Education

Sep 2021 - Jun 2025

### BSc in Computer Engineering and Information Technology

*Tallinn*

Focused on modern software engineering practices and hands-on development with the most in-demand technologies on the market. Coursework included web and mobile development, software architecture and design principles, database systems, algorithms and data structures, networking, cybersecurity, AI and Machine Learning, and business/project management.

## Links

[Github](#)

[LinkedIn](#)