BEN OUKHANOV

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Experienced and passionate developer. Interested in Rust, Go, Docker, Kubernetes, and various topics such as Backend, DevOps, and CI/CD methods.

Work Experience

2021 – Present Red Hat – Software Engineer

- Developing KubeVirt, a Virtualization add-on for Kubernetes to manage Virtual Machines alongside of containers.
- Developed SaaS and CI/CD pipelines (Jenkins-based CI platform) to automate the productization of Red Hat products from open source projects.
- Developed an internal service using GitLab CI/CD pipelines to automate configuration of various distributed systems in complex and challenging environments.

Technologies: Python, Go, Docker, Groovy, Jenkins, GitLab CI/CD, Kubernetes, OpenShift, Linux, AWS

2017 – 2020 Military Service (IDF) – Staff Sergeant, C4I Corps

- Served as an IT specialist, technically supported several hundred users from soldiers to officers in our special military unit (Military Court of Appeals).

2018 – 2019 KintoHub – Backend Engineer (During Military Service)

- Developed new version of KintoHub backend applications using microservices architecture and various other design principles (Domain-driven design, SOLID principles, and more).
- Developed and delivered new features to expand capabilities of the KintoHub platform to the customers.
- Helped to KintoHub as an early-stage startup to successfully raise a seed round. KintoHub was acquired by Block, Inc. (formerly Square, Inc.).

Technologies: C#, Docker, Kubernetes, MongoDB, RabbitMQ, gRPC, Protocol Buffers, GCP

2016 – 2017 Junglee Games – Unity Developer (During High School)

- Developed online game EatMe.io. Delivered new features and improved game performance by using optimization techniques.
- Collaborated with a cross-functional team, including QA, Unity, and Backend developers, using Scrum methodology.
- Was responsible of developing Web browser version in addition to the Mobile platform (Android and iOS).

Technologies: C#, JavaScript, Unity, Android, WebGL, WebAssembly, AWS

GitHub Personal Projects

2017 – Present MapleFighters.io (github.com/codingben/maple-fighters)

MapleFighters.io is an online multiplayer game that takes inspiration from MapleStory, allowing players to select a fighter and battle against monsters with others in real-time.

Technologies: C#, Unity, Rust, React.js, Node.js, Docker, Kubernetes, MongoDB, PostgreSQL, DigitalOcean

2020 – 2022 Box2D .NET Standard (github.com/codingben/box2d-netstandard)

Box2D physics library ported from C++ to C# by multiple contributors, offering open-source community a functional C# physics library with examples and documentation.

Technologies: C#, .NET Standard Library