

## BEN OUKHANOV

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Software Engineer with over 5 years of professional experience. Specializing in Docker, Kubernetes, Backend, and DevOps CI/CD engineering. Skilled in C#, Python, Go, JavaScript, and Rust programming languages.

### Work Experience

#### **Jun 2021 – Present Red Hat – Software Engineer**

- Developing KubeVirt, a Virtualization add-on for Kubernetes to manage Virtual Machines alongside of containers.
- Developed CI platform that runs on top of Kubernetes to automate the build and delivery process of KubeVirt components to Red Hat customers.
- Developed Python-based CLI tools that run in Jenkins and GitLab CI/CD pipelines to automate configuration of KubeVirt in various distributed systems.

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

#### **Apr 2018 – Nov 2018 KintoHub – Backend Engineer**

- Designed a new maintainable architecture of KintoHub's backend applications to expand the capabilities of the KintoHub platform faster for customers.
- Implemented a new version of KintoHub's backend applications with tests using microservices architecture and design principles (e.g. Domain-driven design and SOLID principles).
- Contributed to KintoHub's early success, helping to secure a seed funding round. KintoHub was later acquired by Block, Inc. (formerly Square, Inc.).

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

#### **Nov 2016 – Apr 2017 Jungle Games – Unity Developer**

- Developed online game EatMe.io, implemented new features, and resolved issues identified by QA engineers.
- Ported the mobile platform to a web-based browser and improved EatMe.io's networking library by implementing WebSocket API.
- Improved EatMe.io's application CPU and memory consumption by using Unity's optimization techniques to deliver web-based platform in addition to Android and iOS.

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

### Personal Projects

#### **2017 – Present MapleFighters.io ([github.com/codingben/maple-fighters](https://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](https://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