CONSTANTINE SLISENKA

Software Engineer / Technical Leader (backend, distributed systems, data pipelines)
Warsaw, Poland (EU Blue Card holder), Speak English (fluent), Polish (B1), Russian (native)

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Telegram | Linkedin
GitHub | Blog

WORK EXPERIENCE

Software engineer and technical leader with 14+ years of experience designing and implementing highly-scale distributed systems and leading technical strategy. Proven success in leading engineering initiatives across cross-functional teams in global tech companies including Playtika, Lyft and Morgan Stanley. Deep expertise in backend, microservices, data pipelines, and high-reliability systems. Conference speaker, software enthusiast and mentor.

Skills

Java, System design, Spring, Hibernate, Microservices, Kafka, SQL, RDBMS (PostgreSQL, MySQL, Oracle), NoSQL (Aerospike), Data warehouse (Snowflake, Vertica, Trino), Cloud (Amazon Web Services, Google Cloud Platform), Grafana, ELK, CI/CD, Kubernetes, Python, ETL, Airflow, Spark

Playtika (playtika.com), Warsaw, Poland

Tech Lead (Jul 2022 - Dec 2023) → Software Architect (Dec 2023 - Jul 2025)
Technology stack: Microservices, Java, Spring Cloud, Kafka, Maria DB, Aerospike, Vertica, Kubernetes, Google Cloud Platform

Led the backend architecture of a large-scale gaming platform (8 teams / 50+ people, millions of DAU). Platform contains of 50+ microservices on Spring Cloud deployed in Kubernetes using Kafka, Maria DB, Aerospike, Vetica. Worked across backend, client, and data engineering layers. Responsible for long-term system architecture, technical standards, high-impact platform initiatives, technical quality and system stability. Partnered with product managers during ideation to shape feature requirements aligned with the architecture vision. See presentation at Devoxx Poland 2024 about my work.

- » Defined multi-year technical vision for core platform components aligning with product growth and operational goals (approved by VP of engineering, adopted org-wide)
- » Established technical standards by implementing org-wide technical RFCs on online/offline-first architectural standards, game currency management, graphical asset delivery, and operations tooling — adopted and implemented by all 8 teams
- » Designed and launched shared infrastructure services, used in 100% of new features
- » Delivered a few large game feature designs
- » Led cross-org collaboration: enabled reuse of shared components by multiple departments via contribution model. Contributed functionality was used by all 8 teams and 1 other game studio.
- » Regularly resolved production incidents with the teams

Lyft (lyft.com), Minsk, Belarus

Senior Software Engineer L5 (May 2021 - Jul 2022)
Technology stack: Microservices, ETL, Python, Go, SQL, Apache Airflow, Spark, Trino, PostgreSQL, Amazon Web Services (S3, EKS, RDS)

Contributed to the design and implementation of geospatial data infrastructure, powering use cases across multiple product areas (mapping, EV charging, place/address search). Lyft data platform was hosted on the Amazon Web Services (S3, EKS, RDS PostgreSQL), using Apache Airflow, Trino and Spark for ETLs including microservices on Python and Go. Worked on data pipelines, services, and geospatial indexing. See blog post and presentation at Lyft Talks meetup about my work.

- » Designed and built distributed data pipelines for ingesting, processing, and serving high-volume geospatial datasets
- » Developed automated data quality pipelines with release gating, improving reliability of places and address data delivered to customers
- » Developed geospatial indexing and backend services, to support other teams with mapping, EV charging, and place/address search use-cases
- » Implemented MVP for rider pick-up optimization, improving pickup accuracy at complex locations (large shopping malls, stadiums, hospitals) by suggesting better pickup points

» Contributed to technical design reviews on a regular basis, and production incident resolution

E*TRADE, Morgan Stanley (etrade.com), Minsk, Belarus / Chicago, USA

Tech Lead (Mar 2017 - Jan 2019) → Solution Architect (Jan 2019 - Mar 2021), contract via EPAM Systems
Technology stack: Microservices, Java, Multi-threading, WebSockets, Netty, Protobuf, Spring Boot, Oracle DB

Designed and built real-time market data platform in the fintech environment (50,000+ concurrent active traders, thousands of market data updates per second). The platform contains 10+ microservices using Spring, WebSockets, Netty, Hazelcast and OracleDB. Acted as a tech lead, owning software design, backlog management, cross-team collaboration, and implementation of core system components. See presentation about my work.

» Designed and delivered market data vendor elimination project, including architecture definition, scope breakdown, key module implementation, delegation and code reviews
» Created and rolled out a reusable backend streaming framework (Spring Boot, Netty, WebSocket, Google Protobuf) used org-wide
» Led improvements in engineering practices: enforced unit testing, observability standards, and drove compliance with organizational security requirements (e.g. encryption in transit, authentication)
» Mentored engineers, led architecture reviews, scoped and prioritized roadmap with stakeholders
» Regularly resolved production incidents with the teams

Senior Software Engineer (Nov 2015 - Mar 2017), contract via EPAM Systems
Responsible for software design, implementation and maintenance of several microservices with high scalability, production incident investigation, maintenance and bug fixing, mentoring and delegation to less experience engineers

» Developed stock exchange simulator service for demo trader accounts
» Developed service for calculating and streaming trader's financial profit & loss in a real time
» Integrated with the new data provider for futures and options

JazzTeam, Minsk, Belarus

Software engineer (Oct 2011 - Mar 2015)
Technology stack: java, spring framework, mysql, oracle db, active mq, android, selenium

Developed several mobile and back-end apps in telecoms, ecology and entertainment areas.

Talks and publications

» ["Architecture @ Scale"](#) – [Devoxx Poland](#), 2024
» ["Orchestrating Data Pipelines at Lyft: comparing Flyte and Airflow" – Lyft engineering Bloc & Talk](#), 2022
» ["What does it take to be an Architect?"](#), [video](#) – Devoxx Ukraine, 2020
» ["Building Scalable WebSocket Backend"](#) – JEE Conf Kiev, 2018
» ["Latency tracing in distributed java applications"](#) at Java Day Kiev, 2017
» ["Distributed transactions"](#), ["Networking in Java with NIO and Netty"](#), ["Database Transaction Isolation"](#) – Minsk Java User Group, 2016-2017

Belarussian State University of Informatics and Radioelectronics
Bachelor's and Master's degree in Computer Science
Graduated: June 2014