

# CV

## Danil Akhtarov

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Remote

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A developer with over 10 years of experience in web backend development. I use programming languages such as Python, Rust, and Go. I have extensive expertise in the system design of high-load and distributed systems. I implement software development practices in large teams, including internal libraries, service templates, CI/CD, and code testing. Recently, I have held positions such as architect, tech lead, and principal engineer.

## Skills

- Go
- Rust
- Python
- FastAPI
- Sqlalchemy
- Kafka
- Postgresql
- Clickhouse
- Redis
- AWS
- TeamCity
- GitLab CI

## Work Experience

2024-now

### Principal Software Engineer

*Playrix / Remote*

Languages: Go, Python

Technologies: REST, FastAPI, Sqlalchemy, AWS, DynamoDB, Postgresql, Redis

Summary: Microservices, AWS. Playrix is a developer of free-to-play mobile games behind titles such as Township, Fishdom, Homescapes, and Gardenscapes.

2019—2023

### Software Architect/Software Engineer/Python Core Lead

*Yellow Bank / Saint Petersburg, Remote*

Languages: Python, Go, Rust

Technologies: REST, gRPC, Kafka (avro), Postgresql, Redis, FastAPI, Sqlalchemy

Summary: According to Global Finance - Best Digital Bank Award 2020. We serve over 25 million users worldwide, employing a robust infrastructure with more than 100 microservices to handle over 100000 requests per second. Our focus on highload, high availability, and high performance ensures a seamless experience for our users.

2017—2019

### Software Engineer

*USSC.ru / Yekaterinburg*

Languages: Python, Go, Typescript

Technologies: REST, RabbitMQ (json), aiohttp, sqlalchemy

Summary: I developed a security system for factories, which involved creating numerous microservices.

Additionally, I implemented various integrations with different systems.

2016—2017

### Software Engineer

*Bodysite.ru / Yekaterinburg*

Languages: PHP, Javascript, Typescript

## Education

2013–2017

**Infocommunication technologies and communication systems (bachelor)**

*Ural Federal University / Yekaterinburg*

## Projects

- **sportorg**

Python / [github.com/sportorg/pysport](https://github.com/sportorg/pysport)

*I have developed a program for organizing sports competitions in orienteering, rogaine, and related activities.*

*This software has been utilized in multiple CIS countries and has facilitated the successful execution of events like the World Cup and European Championship competitions*

- **kdbx**

Rust / [github.com/daxartio/kdbx](https://github.com/daxartio/kdbx)

*A secure hole for your passwords (Keepass CLI)*

- **taskline**

Rust / [github.com/daxartio/taskline](https://github.com/daxartio/taskline)

*This library enables the creation of scheduled tasks via Redis in Rust. It can be thought of as an analogue to Celery, but designed for Rust*

## Conferences (speaker)

2023

**PiterPy (Python + Rust)**

2022

**PiterPy**

2022

**PyCon Weekend Russia (Functional programming)**

2021

**PyCon Russia**

## Languages

- Russian (native)
- English (intermediate)

## Certificates

2023

**DevOps: Kubernetes, Terraform, CI/CD, Helm**

<https://edu.slurm.io/certificate/ffec3261-8317-4825-bcde-d9f4b1883b01>