

CV

Danil Akhtarov

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Remote

github.com/daxartio

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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

Tinkoff.ru / 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

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

A secure hole for your passwords (Keepass CLI)

- **taskline**

Rust / 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>