Danil Lobanov

C# / .NET Backend Developer

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Professional Summary

C# / .NET Backend Engineer with **4+ years** of experience building **SaaS, B2B, and game backend** systems. Specialized in microservice architectures and server-side business logic.

Proven track record of: Improving system performance by up to 25%. Reducing production bugs and delivery errors by 20–30%. Designing scalable and secure backend services for Unity-based games and enterprise platforms. Strong background in distributed systems, event-driven architectures, and backend architecture design.

Work Experience

Valletta Software Development LTD   Tbilisi, Georgia

www.vallettasoftware.com

Game Backend (Unity Project)   (May 2024 – Present)

- Designed and developed backend services for a Unity-based game using a microservice architecture with a strong focus on scalability, reliability, and protection against invalid client actions.
- Responsibilities
- Designed and implemented microservice-based backend services using C# and .NET
- Developed server-side logic for game mechanics: matches, player progression, PvE/PvP flows, in-game events, notifications
- Built REST and gRPC APIs for communication between Unity clients and backend services
- Implemented asynchronous event processing using RabbitMQ and MassTransit
- Added server-side validation to prevent cheating and client–server desynchronization
- Participated in backend architecture design for high request throughput and future user growth

Tech Stack:

C#, .NET 8, PostgreSQL, EF Core, RabbitMQ, MassTransit, Redis, Docker, GitHub, Swagger, Prometheus, Grafana

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C# Backend Developer (CRM Project)   March 2023 – Jun 2024 (2 years 10 months)

Worked on a CRM platform for automating recruitment and HR processes for a European B2B client.

Responsibilities:

- Developed a candidate management module (CRUD operations, filtering, role-based access control) using C# and ASP.NET Core.
- Participated in migration from .NET 6 to .NET 8.
- Designed and implemented REST APIs for the admin panel and a notification microservice.
- Integrated SMTP and Telegram notifications via RabbitMQ using MassTransit, with retry policies implemented via Polly.
- Optimized PostgreSQL queries using Entity Framework Core for analytics and reporting.
- Wrote unit and integration tests (xUnit, NSubstitute, FluentAssertions), achieving ~60% coverage.

Achievements:

- Improved analytics report performance by 25% through query optimization and Redis caching.
- Reduced notification delivery errors by 20% and increased delivery speed by 35%.

Tech Stack:

C#, .NET 6/8, ASP.NET Core, PostgreSQL, EF Core, RabbitMQ, MassTransit, Redis, Docker, GitHub Actions, Swagger, Prometheus, Grafana, xUnit

Empire Of Bloom

|www.empireofbloom.com   Guangzhou,China

C# Backend Developer   September 2021 – February 2023 (1 year 6 months)

Developed a task management and monitoring system for an IoT "smart container" device. Worked in a 3-person Scrum team led by a low-level firmware-focused tech lead (FreeRTOS, MQTT, Modbus).

Responsibilities:

- Designed and implemented two backend microservices using C# and .NET 6.
- Built REST and gRPC APIs for task management and real-time monitoring.
- Integrated RabbitMQ (via MassTransit) for asynchronous processing of MQTT sensor data.
- Optimized PostgreSQL queries using Entity Framework Core for reporting.

Achievements:

- Increased monitoring performance by 25% through asynchronous processing.
- Reduced production bugs by 30% by improving test coverage and stability.

Tech Stack:

C#, .NET, Go, gRPC, PostgreSQL, EF Core, RabbitMQ, MassTransit, MQTT (Mosquitto), Modbus, Docker, GitHub Actions, Prometheus, Grafana

Education

M.Sc. in Software Engineering (in progress)   Moscow

National Research Nuclear University MEPhI   Expected 2026

B.Sc. in Agronomy   Moscow

Peoples' Friendship University of Russia (RUDN)   2011 - 2015

Skills

Languages: C#, Go, TypeScript

Frameworks & Platforms: .NET, ASP.NET Core, Unity

Databases: PostgreSQL, MySQL, Redis

Architecture: Microservices, Clean Architecture, DDD, Event-Driven Systems

Messaging: RabbitMQ, MassTransit

APIs: REST, gRPC

DevOps & Tools: Docker, Docker Compose, Kubernetes, GitHub Actions

Monitoring: Prometheus, Grafana

Testing: xUnit, NSubstitute, FluentAssertions

Languages

Russian - Native

English - C1 (Advanced)

Chinese - B1 (Intermediate)

Additional Information

Open to remote-only opportunities

Not interested in: banking, crypto, military-related products, alcohol or tobacco industries

Open-source contributor, game development enthusiast

Hobbies: game development, audio engineering, gaming, table tennis