

# ...: Joris Netesov | Backend Scala Freelancer :..

## [ intro ]

I am a software consultant with over 15 years of experience building commercial software in both corporate and startup environments. I specialize in backend, distributed systems, functional programming, Scala, C++, and Python.

## [ legal ]

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## [ where ]

I have a fully equipped home office to work remotely. As for the onsite, I am located in Almere, Netherlands, and can commute to nearby cities (i.e. Amsterdam, Utrecht, and Den Haag).

## [ experience ]

Shell recharge | Senior backend developer, as self employed | 10.2024 - present | \_\_\_\_\_ | NL

Working on EV charging network backend.

### tech

- Scala 2.13, cats, tapir, http4s, sql, akka, aws

### highlights

- Migrated codebase from slick 2 to slick 3 using innovative approach
- Upgraded codebase from scala 2.12 to 2.13
- Plenty of small refactorings and improvements to keep the rest of the team focused

FedEx/TNT | Senior backend developer, as self employed | 01.2023 - 10.2024 | 1y10m | NL

I am part of a backend team developing new features and supporting B2B shipping platform .

### tech

- Scala 2.13 and 3, cats, zio, http4s, sql, akka, avro4s, elastic4s
- Kafka, Cassandra, Elasticsearch, azure, PostgreSQL, aws

### highlights

- Unified tech stack by migrating half of the microservices from akka to typelevel stack.
- Migrated codebase to Scala 3 and jdk21.
- Participated in numerous incident mitigations.

ActiveVideo | Senior software developer | 09.2021 - 12.2022 | 1y4m | NL

<https://www.activevideo.com/>

I have come back to ActiveVideo to work on their new platform - AppCloud. Joined in the middle of project development I mainly participated in stabilizing platform.

### tech

- C++17, boost, stl, catch2, trompeloeil
- Python, py.test
- linux, git, gitlab, docker

### highlights

- Optimized appcloud fingerprinting technology, which allowed certain applications to run on the platform way smoother.
- Refactored and partially rewritten HLS handling code for more performance, better readability and extendability, and a bunch of bugs.
- Fixed numerous platform bugs, which stabilized a bunch of applications on the platform.

Woov | Senior backend developer -> Backend tech/team lead | 04.2019 - 08.2021 | 2y5m | NL

<http://woovapp.com>

Woov is a platform for digital and live festivals. I have been working on the backend. First as Senior backend developer and after a year as a backend tech/team lead.

#### tech

- **Scala, cats**, cats-effect, fs2, http4s, doobie, sangria, circe, Scalapb, elastic-4s, pureconfig, scalikejdbc, monocle, magnolia, Scalajs
- PostgreSQL, Elasticsearch, neo4j, firebase rtbd, firebase firestore, Kafka, rabbitmq
- aws, aws-cdk (typescript), aws ecs, aws ecr, aws rds, aws elastic, aws s3
- sbt, git, pants-build, gitlab, docker, linux, bash/sh
- Python, pytest, asyncio, aiohttp
- datadog, opentracing, kamon

#### highlights

- Saved the day by making request handling 10 times faster, right before the biggest festival - turning a huge disaster into huge victory
- Played scrum master role, introduced feature teams with guilds which improved daily communications
- Implemented new CMS using Scalajs and Scalajs-react
- Designed and implemented some reusable parts for microservices to make start of a new microservice painless
- Fixed numerous performance problems and memory leaks, which had visible effect on stability
- Designed tracing and monitoring modules which improved incident response times (datadog)
- Organized hackathon to introduce api integration tests into the team and made those tests part of normal development practice
- Designed and implemented in-memory cache with invalidation through rabbitmq/Kafka messages - integrated into tooling used by content managers, replacing old implementation, this made content updates visible instantly
- Migrated backend build from pants-build into sbt, which enabled team to benefit from some widespread tools (like Scalapb, Scalajs, etc)
- Designed and participated in re-implementation of event search feature, significantly improving speed and stability in comparison to old implementation
- Implemented location based cache for events for blazingly fast lookup of events
- Improved compilation time making it 2 times faster, enabling faster compile-run loop for team members.
- Brought down number of compile warnings from over 10k to 0
- Implemented load testing tool

**Reaqta | Backend software developer | 04.2018 - 03.2019 | 11m | NL**

Participated in actively growing startup specialized on cyber-security. I worked as a part of small backend team.

#### tech

- **Scala, akka**(http, streams, cluster, persistence), http4s, cats, doobie, slick, circe, specs2, Scalatest, elastic4s
- **Cassandra, Elasticsearch**, kamon, prometheus, git, gitlab, jenkins, ansible
- linux, docker, Python, bash/sh, nginx

#### highlights

- Built simulator/load testing system from scratch
- Built horizontal scaling of the platform (akka-cluster) with a custom split brain resolver for akka-cluster

**StackState | Backend software developer | 10.2017 - 03.2018 | 6m | NL**

As a part of backend team I has been developing innovative platform for algorithmic operations on IT infrastructure.

#### tech

- **Scala, akka**(http, stream), Scalaz, Scalatest, spray-json, **java 8**
- HDFS, HBase, **Kafka**,
- **aws**, ansible, terraform, linux, Python, bash/sh, git

**ActiveVideo | Senior software developer | 01.2016 - 09.2017 | 1y9m | NL**

<https://www.activevideo.com/>

As a part of the small end-to-end scrum team, I have developed features across several components of the video delivery platform.

#### tech

- **C++**, stl, boost, gtest/gmock, cmake,
- **Scala, java 8**,
- **Python**, tornado, py.test, ansile, pypcap, dpktmpeg2 ts, h264, mpeg2, activemq
- linux, git, bash/sh
- clustering, double phase commit

#### highlights

- Clustering solution hardening: better handling of network partitioning and failure detection.
- Design and implementation of smart multiplexing.

- Designed and implemented a special tool to capture user interactions with tcpdump on production and replay them on the debug system.
- Refactored/bugfixed component test framework into something usable.

**Bright Computing | Software developer | 08.2014 - 12.2015 | 1y5m | NL**

[https://en.wikipedia.org/wiki/Bright\\_Computing](https://en.wikipedia.org/wiki/Bright_Computing)

I have been working as a member of the core team for the cluster management solution.

#### tech

C++, stl, boost, gtest/gmock, **Python**, tornado, jinja2, **mysql**, **sql**, linux, perl, bash/sh, git

#### highlights

- Designed and implemented new features.
- Introduced unit testing
- Migrated codebase to C++11/14
- Interviewed new colleagues
- Migrated process to Agile/Scrum like and introduced Jira

**Cloudmade | Senior software developer | 11.2012 - 07.2014 | 1y9m | UA**

I have been one of the core developers of Hybrid, Micromap, and Mapsafe cross-platform libraries (*Android*, Linux, Windows, WinCE, etc.). Those libs can be found in in-dash navigation systems in cars.

#### tech

C++, **Python**, stl, boost, linux, PostgreSQL, git, svn, cmake, bash, sqlite, sql

**Dark Joker Games | Backend developer | 04.2011 - 10.2012 | 1y7m | UA**

I was part of a small backend team (2 developers). My main responsibility was developing new features for a social game backend.

#### tech

C++, stl, boost, **Python**, **mysql**, **sql**, svn, mercurial, cmake, linux, bash, gtest

**Ubisoft | Software developer | 01.2010 - 11.2010 | 11m | UA**

- <https://www.ubisoft.com/en-us/>
- [http://en.wikipedia.org/wiki/Tom\\_Clancy%27s\\_Splinter\\_Cell:\\_Conviction](http://en.wikipedia.org/wiki/Tom_Clancy%27s_Splinter_Cell:_Conviction)

I have been part of a small team of developers. Our main task was to port "Splinter Cell 5 Conviction" from the PC/PS3/Xbox platforms to the Mac OS X platform. My main responsibilities were network library porting and porting general game code to a Mac OS X.

#### tech

C++, tcp/ip, bunch of internal Ubisoft technologies

**Vogster | Backend software developer | 01.2008 - 10.2009 | 1y10m | UA**

- <http://vogster.com>
- <https://en.wikipedia.org/wiki/CrimeCraft>

Worked on the backend of the CrimeCraft game. I have been part of a medium-sized team of server-side developers. My main responsibility was the network connection between client and server and between nodes in the backend cluster as well. I have been mainly working on server fault tolerance and performance, but I have also implemented several game logic subsystem parts in C#.

#### tech

C++-03, C#, stl, C++/cli, RakNet, xml/xslt, tcp/ip

**[ EoF ]**