

Yuriy Netesov

Senior Software Engineer at CloudMade

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Summary

6 years of commercial software development experience including server side systems, gamedev, navigation systems.

Strong will to self improvement and development.

I prefer to work in open source environment with open source technologies.

Languages: c, c++, python, erlang, asm(x86), sh script, emacs lisp, perl, c#

Os: gnu/linux, freebsd, windows

Tools: emacs, gdb, gcc, clang, stumpwm, zsh

Version control: git, mercurial, svn, perforce

DB: postgresql, mysql, sqlite

Technologies/approaches: tcp/ip, design patterns, agile, multi-threading/concurrency, high-load, server-side, backend, navigation-systems

Experience

Senior Software Engineer at CloudMade

November 2012 - Present (1 year 6 months)

I am working on CloudMade core technologies(navigation libs).

As a part of small core team I involved in release of almost all features.

I do the design of new features, and refactoring of old one.

My responsibilities:

- design, implementation and delivery of new features
- support and refactoring of old code
- customer support in difficult cases
- interview with new candidates
- documentation writing
- customer communications

Used technologies:

- c/c++(boost, stl, curl, sqlite/spatialite, ...)
- python(gevent, sqlalchemy, zmq, bottle, amqp, rabbitmq, ...)
- postgresql
- client/server, tcp/ip, zmq

- linux, android

Approaches:

- continuous integration
- unit tests/tdd
- agile/scrum
- code review
- pair programming

1 recommendation available upon request

Server-Side Software Engineer at Freelance/selft employed

June 2012 - November 2012 (6 months)

I was a part of small team(2 developers + 1 designer). My responsibility was developing of server side code for a social game. This was a freelance job.

Technologies:

- xml/xslt
- python
- erlang/otp + mnesia + mochiweb

Approaches:

- agile
- tdd

Server-Side Software Engineer at Dark Joker(mail.ru)

April 2011 - October 2012 (1 year 7 months)

Here I was one of main server side engineers. We have been developing and supporting social game "Brotherhood and ring"(deployed on vk.com, odnoklasniki, moimir social networks).

- * c++ programming(stl, boost), python
- * server side architecture design
- * massive refactoring of old code
- * implementation of game logic subsystems on server side
- * organizing of team work & introducing best engineering practices
- * regression tests on python

1 recommendation available upon request

Software Engineer at Ubisoft

January 2010 - November 2010 (11 months)

I have been working on "Splinter Cell 5: Conviction" project. Our task was to make a port of this game to MacOS X. I was responsible for network libraries and for general code.

- * big c++ codebase(developed during 5+ years) porting to MacOS X
- * c++ code porting
- * network libraries code porting
- * perl scripting for some porting automation tasks

Server-Side Software Engineer at Vogster Entertainment

January 2008 - October 2009 (1 year 10 months)

<http://crimecraft.com/>

Here I was a part of server-side developers team. My main focus was on low-level network things - udp transport, serialization. Also I was responsible for server performance(performance testing), fault tolerance and for clustering(internodes communications).

- * client-server transport / network programming
- * c++/c# game logic programming on server side
- * server side optimization and stabilization
- * performance testing, fuzzy testing
- * clustering of server side, internodes communications
- * fault tolerance/ implementation of some erlang OTP principles
- * binary protocol for messages serialization(xml => xslt => c++/c# code)

3 recommendations available upon request

Languages

English	(Professional working proficiency)
Russian	(Native or bilingual proficiency)
Ukrainian	(Native or bilingual proficiency)

Skills & Expertise

C++
Python
Linux
Mercurial
Server Side Programming
Game Development
Perforce
Git
Erlang
Design Patterns
OOP
SQL
Emacs
Boost
Network Programming

Network Security
Encryption
Multithreading
Subversion
FreeBSD
Agile Methodologies
Unit Testing
MySQL
SQLAlchemy
gevent
Tornado
TCP/IP protocols
Security
SQLite
RakNet
Test Driven Development
Technical Documentation
Code Review
Bash
Navigation Systems
Client-server Application Development
Programming
JIRA
Concurrent Programming
STL
C
PostgreSQL
Win32 API
JSON
Perl
Software Development
Object Oriented Design
C#
Continuous Integration
Android

Education

National Technical University of Ukraine 'Kyiv Polytechnic Institute'
Not finished, Applied Mathematics, 2007 - 2008

Interests

open source software, new approaches, agile, tdd, linux

mountain biking, muay thai, photography

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5 people have recommended Yuriy

"Yuriy is skilful developer with mature approach, he can think in advance, deal with customers, follow and enhance internal processes. It's pleasure for me to have engineer like Yuriy in CloudMade/Cogniance team as you can always be sure that deadlines would be met and project needs would be taken into account."

— **Pavel Stelmakh**, *Project Manager, CloudMade*, managed Yuriy indirectly at Cogniance

"I think Yuriy is great completion for any team where you need a professional developer. He is non-stop person at self-improvement. He shares best practices among the team members. Enthusiasm and initiative approach to the work."

— **Anton Bodrichenko**, *flash developer, Mail.Ru*, worked with Yuriy at Dark Joker

"Yuriy is a talented developer. He is always motivated to produce smart solutions."

— **Sergey Gavriiliuk**, *Senior MMO Backend Developer, Vogster Entertainment*, worked directly with Yuriy at Vogster Entertainment

"Yuriy is a talented programmer who will be a precious acquisition for any game development or IT company where his professional skills are applicable."

— **Anna Zagrebnaya**, *HR Manager, Vogster Entertainment LLC*, managed Yuriy indirectly at Vogster Entertainment

"Yuri is very productive and skillful person. Talented, friendly and cooperative at once!"

— **Bogdan Tereshchenko**, *Game Designer, Vogster Entertainment*, worked directly with Yuriy at Vogster Entertainment

[Contact Yuriy on LinkedIn](#)