Denis Bolkovskis

Backend Software Engineer | Vilnius, Lithuania
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SUMMARY

Backend Software Engineer with 4+ years Go expertise and 20+ years total experience. Specialized in scalable microservices, AI/LLM integration, and distributed systems. Proven track record in building scalable, reliable systems. Adept at mastering new technologies to solve complex problems.

TECHNICAL SKILLS

Languages: Go, Python, SQL, Lua
Technologies: Microservices, PostgreSQL, Redis, GCP, Docker, Debezium, Temporal, LLM Integration (OpenAI, Claude, Gemini), Embeddings, ClickHouse
Practices: CI/CD, Agile/Scrum, Code Reviews, System Design

EXPERIENCE

Backend Software Engineer | daily.dev | *Oct 2022 - Nov 2025*

Content Processing Platform - Designed automated pipeline processing 2,000+ daily articles from 1,300+ sources. Integrated LLMs for summarization, tag extraction, and content quality verification. Implemented Temporal workflow orchestration for reliable multi-source handling. Highly configurable content processing pipelines easily adapted for different content types and specifics.

Platform Currency Service - Built mission-critical financial service with comprehensive audit trails and transaction logging. Designed for security, precision, and data integrity in financial operations.

AI Job Matching - Developed intelligent candidate search. Initial filter and ranking using dynamic query composition and embedding vector search. LLM-based evaluation pipeline for advanced candidate assessment.

Technologies: Go, Python, GCP, Pub/Sub, PostgreSQL, Redis, Debezium, Docker, Temporal, LLMs (OpenAI, Claude, Gemini), Vector Embeddings, Clickhouse

Software Engineer | LKWD Publishing, Vilnius | *Aug 2019 - Oct 2022*

Extended backend scripting platform for mobile game infrastructure. Refactored services reducing technical debt and improving test coverage. Built internal tools for customer data operations.

Technologies: Go, Lua, Python, PostgreSQL, Tarantool, Redis

Software Engineer | Game Development | *2004 - 2019*

15 years developing multi-platform titles (PC, PlayStation) using C++ and Lua at Nordcurrent and Outso Ltd.

EDUCATION

M.Sc. Computer Science | Vilnius Gediminas Technical University