

Dmytro Babenko



Lead Software Engineer at [Aristocrat Interactive](#).

Master's Degree in Computer Science at [National Technical University of Ukraine](#).

Languages - English, Ukrainian, Russian.

Last Read - Drive: The Surprising Truth About What Motivates by Daniel H. Pink (Author).

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Personal Information

Since Autumn 2021 I have been living across multiple regions like Europe and Southeast Asia countries together with my wife. I am confident with work remotely from incredibly different locations. Relocation or remote - both options work for me. I open for new opportunities to take a part or lead a team propagating knowledge sharing, healthy communication culture and goal orienting priorities. My passions are modern popular threads like new technical hardware releases, architecture of industry leading companies, blockchain innovation, cars, motorbikes, surfing, hiking, music and a lot of other activities.

Skills & Qualifications

- ✓ 8+ Years experience as a Software Engineer (mostly backend)
- ✓ 3 Years of responsible remote working experience
- ✓ 1 year of being a Scrum Master leading a six-member team
- ✓ 30+ Interviews conducted to my team
- ✓ Software Design Specification (SDS) writing
- ✓ Mentoring and onboarding new teammates
- ✓ SOA & Microservices architectures
- ✓ Troubleshooting & debugging

Tech stack

.NET Core, .NET Framework, C#

gRPC, REST, Protobuf

MSSQL, MySQL, Oracle

Unit & Automation testing

Redis, Pub-Sub

Message brokers (Kafka, Rabbit)

CI/CD, Docker, Docker Compose

Kubernetes & Rancher UI

Jira, Azure Devops

Git

DataDog, Coralogix, Benchmark

Work History

 **Lead Backend Software Engineer** | [Aristocrat Interactive](#)

1/2021 - Present

Projects and achievements completed

- The request processing time on the most heavily loaded APIs was reduced by 50%.
- Built an integration with payment providers on Microservices architecture.
- Technical owner for a new functionality with a huge data generation. Created a development timeline plan for 3 months, splitted into milestones, described risks.
- Designed & Developed private library for SAGA required business flows.
- Improved CI process by adding Automation Test runs using Docker Compose.
- Took responsibility for interviewing & mentoring new teammates.
- Migrated Monolith & SOA domains to Microservices architecture.

I grew as a key person in the team. Being responsible for multiple threads including - writing SDS, supported and readable code, doing deep code review, investigating and preparing for grooming with a team, always communicated with the whole group (engineers, QAs, Product Owners, Team leads, Group Managers). I supported GoLives to productions, provided instructions to make it run smoothly.

Partially for one year I was a Scrum Master for my team. I was responsible for all scrum activities in my team (5-8 people), managed the team's internal issues, shared importance of our job we did to all team members. Communicated with higher management levels and product owners about priorities and coming features.

Backend Software Engineer in Games team | [Playtika](#)

1/2019 - 1/2021

Projects and achievements completed

- Implemented backend APIs for multiple games, which became a successors launching at a time of world events.
- In cooperation with a mathematician covered with simulations and calculated real payouts.

I was working on business logic for social gaming based on mathematics coefficients and predicted random functions. Communicated continuously with client side engineers, mathematicians, product owners and provided impact for QAs. Adjusted algorithms emulating gaming experience being close to reality. Investigated memory leaks and bottlenecks using Visual Studio optimization tools and dotMemory.

Full-stack Software Engineer | [Terrasoft \(Creatio\)](#)

5/2017 - 1/2019

Projects and achievements completed

- Invented multiple improvements to the product thinking from the user perspective.
- Provided DB execution plan optimizations for the most time consuming operations.
- Was a key team member responsible for the team's achievements and fuckups.
- Lead production uploads outside of working ours by my own.

As a part of the internal team, I rapidly became a key person of this small team (4-5 people). In scope of responsibilities were developing and maintenance CRM platform, used for managing companies' counteragents, developing new functionalities and customizations for the platform. Sometimes I had to do even system release uploads to the production. Few times rolled back DB backup after critical bugs.

Once I spent 1 week restoring generated records a in few important tables, storing data about employees skills levels. That happened because I missed wrong condition in SQL stored procedure during code review to my teammate. Developed logic, which had logic for creating tables with generated names in a real time. This caused delays on the UI and currently I understand how wrong that practice was :)

Co-founder, Developer | My own project b2b

9/2016 - 3/2017

Projects and achievements completed

- Designed prototype & pitched original idea for new lab management system (LIMS)
- Built the entire code base and brought version 1.0 of the LIMS system to market as a solo developer
- Onboarded and trained customers (Webinars & Conferences)
- Managed a small team of developers in the expansion of the LIMS system

Together with my friend we decided to develop our own product for the private English school. We supposed to owners use CRM-like small system to manage teachers, students groups and payments instead of using Excel. Used technologies - ASP.NET, MS-SQL, Entity Framework, Auto Mapper, Bootstrap.

Participated in a startup | Smart-Home start-up

5/2015 - 9/2016

I was a part of a small team, which was developing a smart home system. I was responsible for the logical conditions implemented for independent devices using Lua scripts. That was a part time participation on a volunteer basis. I was a student at that time and was looking for a real project experience.