Dmytro Babenko

Lead Software Engineer at Aristocrat Interactive.

Master's Degree in Computer Science at National Technical University of Ukraine.

Languages - English, Ukrainian.

Last Read - Drive by Daniel H. Pink (Author).

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Personal Information

Since Autumn 2021 I have being living across multiple regions in Europe and Southeast Asia. I am confident with working 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. Also I am very interested in building decentralized systems. My passions are modern popular threads like new technical hardware releases, architecture of industry leading companies, blockchain innovation, cars, motorbikes, surfing, hiking, music etc.

Locations

Remote - Worldwide.
On site - Europe, English speaking countries: Canada (existing Work Permit), USA, Australia, UK.

Certifications

✔ Polkadot Blockchain Academy Campus   ✔ Coursera Agile Project Management
✔ PBA-X   ✔ Coursera Blockchain & Smart Contracts

Skills & Qualifications

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

Tech stack

- ✔ C#, .NET Core
- ✔ gRPC, REST, Protobuf
- ✔ MSSQL, MySQL, Oracle
- ✔ Unit & Automation testing
- ✔ Caching, Redis, Pub-Sub
- ✔ Message brokers - Kafka, RabbitMQ

- ✔ CI/CD, Docker & Compose
- ✔ Kubernetes & Rancher UI
- ✔ Git, Jira, Azure Devops
- ✔ Basic knowledge - Python, JS, Go, Rust
- ✔ DataDog, Coralogix, Benchmarking
- ✔ Blockchain basics, Substrate

Work History

🚧 **Lead Backend Software Engineer |** Aristocrat Interactive

1/2021 - Present

⚒ **Projects and achievements completed**

- Improved by 50% request processing time on the most heavily loaded APIs.
- Developed an integration with multiple payment providers on microservices architecture which saved developer`s time in the following payments providers integrations.
- Managed a project with a challenging data generation requested by legal regulations. Created a development timeline for 3 months, split into milestones and handled risks.
- Designed and Developed private library for SAGA required sensitive business flows. Which saves costs during development of new domains by simply integrating the library.
- Implemented automation test runs using Docker Compose as a part of CI process and applied it to more than 30 microservices as a generic build. Every day it prevents from having hidden bugs and breaking existing stable components
- Interviewed and mentored new engineers to my team focusing on technical and cultural matches, long term collaboration, personal motivation and growth.
- Pioneered migration of Monolith and SOA high loaded domains to microservices allowing to horizontally scale depending on the load which saves costs on infrastructure and improves user experience during peak hours.

I grew as a key person in the team and improved both technical and communicational skills. My responsibilities were - designing, implementing, deep code review, providing deployment specifications, supporting GoLives to productions and always communicating with higher level Managers.

For one year, I simultaneously held Scrum Master and Software Engineer responsibilities for a team of 5-8 members. I prioritized tasks, resolved internal team issues, and supported the personal growth of team members.

🚧 Backend Software Engineer in Games team | Playtika

1/2019 - 1/2021

⚒️ Projects and achievements completed

- Engineered backend APIs for multiple games, which contributed to their successful launch during worldwide events.
- Collaborated with a mathematician to simulate and calculate real payouts for accurate financial predictions which guaranteed an income from games.

I was working on business logic for social gaming based on mathematics coefficients and predicted random functions. Communicated continuously with frontend developers, mathematicians, product owners and provided impact for QAs. Adjusted algorithms emulating gaming experience being close to reality. Investigated and resolved memory leaks and bottlenecks.

🚧 Full-stack Software Engineer | Terrasoft (Creatio)

5/2017 - 1/2019

⚒️ Projects and achievements completed

- Invented multiple product improvements from the user perspective to enhance experience.
- Optimized database execution plans for the most resource-intensive operations, improving efficiency for 30-60% depending on needs.
- Played an essential role in a team, taking responsibility for all successes, challenges and surely fuckups.
- Led production uploads outside of working ours by my own.

As a part of the internal team, I rapidly became a major person of this small team (4-5 people) and responsible for developing and maintenance CRM platform, used for managing companies' counteragents, implementing customizations for the platform. I did even system release uploads to the production. A 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. Designed 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

- Partnered closely with the customer to clarify business requirements decreasing chances of misunderstanding.
- Participated in architecting, developing and deploying a fully functional private web platform, ready for immediate use.

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.