



Evgenii Denisov

Male, born on July 27, 1989

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GitHub: <https://github.com/elGato>

Citizenship: Russia. Current location: Montenegro, ready to relocate.

Desired position: Technical Game Designer

Employment: staffer or entrepreneur contract.

Skills: Gameplay prototyping and implementation, Web API.

Technologies: Python, Go, JS, C++, UE, Git, Perforce.

Summary: I am a strong game developer with passion for game design. I implement best practices intuitively because they just feel natural to me. Sometimes I develop games solo just for fun. Even when I play games or use software, I always think how I would implement them.

Work experience (> 8 years total)

LimeCity (webgl.limecity.online): June 2024 – now

Gameplay Backend Developer (Python, DRF)

With a small team I develop a mobile city builder game. Mechanics I have implemented:

- Garden: planting, watering, harvesting.
 - Pet dog: feed it to boost production efficiency, and it can find some valuables.
 - Daily quests: do simple tasks to get XP on another website.
 - Daily login rewards: get a streak for bigger rewards.
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V4Scale (v4scale.com): November 2023 – September 2024 (10 months)

Python / Golang Backend Developer (FastAPI, gRPC)

With an international team I maintained an information security management system. Cannot reveal more.

Zubr (Saint Petersburg, zubr.io): July 2020 – February 2023 (2 years 7 months)

Python Backend Developer (FastAPI, gRPC, Kafka)

Together with a team I maintained a cryptocurrency derivative exchange. It was a complex ecosystem of services with asynchronous data flow. I maintained a dozen services and made several new ones. When the exchange experienced a critical data error that could have cost the company several BTC, I modified several services to maintain data consistency even after such errors.

HCF Bank (Saint Petersburg, market.homecredit.ru): September 2018 – April 2020 (1 year 8 months)

Python Backend Developer / ML Specialist (Django, Celery, PostgreSQL, Keras)

With a team I maintained an installment goods marketplace. We were splitting a monolith codebase into services and microservices. I removed a neural network from the feed parsing to speed up the process from several minutes to several seconds per feed. I also reworked a 200 lines SQL query that nobody remembered how it works to speed it up from 20 to 7 minutes and made it readable.

Avatarico (Saint Petersburg, avatarico.com): January 2018 – June 2018 (6 months)

Python Backend Developer / ML Specialist (DRF, NLTK, PyTorch)

Being a sole Python developer and ML specialist in the company, I self-studied both professions and developed an entertaining artificial neural network imitating a chat user.

220 Volt (Saint Petersburg, www.220-volt.ru): December 2015 – October 2017 (1 year 10 months)

QA Engineer (Postman, Yandex.Tank, pytest)

As a proactive member of the team, I both checked new functionality and made proposals about adding/removing/modifying the product features. When I had no tasks to check, I was writing autotests and dabbling into new technologies. This way I adopted and introduced Gitlab CI and Docker before they went mainstream.

Education

Higher (2013): South Federal University, Information Security Faculty, Telecom Information Security.