# Leonid Brovtsev

Software Engineer

Moscow, Russian Federation

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# Experience

December 2020 - PRESENT

**Wargaming, Moscow** *- Software Engineer*

https://wotblitz.com The Moscow ofﬁce of Belarusian game company

I work as a game developer in World of Tanks Blitz project. The team I work in develops new gameplay features on the client side. I mainly use C++ and a local custom built engine now.

April 2018 - December 2020

**Yandex Taxi, Moscow** *- Software Engineer*

https://taxi.yandex.com Russian ride hailing service

I worked as a software developer in a strong team. Our project was a complex system using microservices and a lot of internal Yandex’s tools. Responsibility of my team was about everything related to B2B. I used Python (80% of time) and C++ (20% of time) on my job: Python 2/3 , C++17, aiohttp, twisted, MongoDB, PostgreSQL.

July 2017 - March 2018

**Gett, Moscow** *- fiunior Software Develofier*

[https://gett.com](https://gett.com/) The Moscow ofﬁce of Israel ride hailing company

I was a part of Full-Stack developer team that created web apps for Russian drivers and cab companies. We used Python3, Django, PostgreSQL, celery, JS, React, Redux, webpack.

September 2014 - July 2017

**National Research Nuclear University MEPhI, Moscow** *- Laboratory Assistant*

<http://www.nevod.mephi.ru/en/>Experimental Physics Laboratory

I used to develop reliable software for scientiﬁc research. Software that I wrote was used to control of extensive air showers station (NEVOD-EAS) and also worked on various data processing scripts. I used C++11, Qt, boost::asio, Python3, Flask, NumPy.

# Education

September 2013 - July 2017

**National Research Nuclear University MEPhI, Moscow** *- Bachelor’s degree*

Experimental nuclear physics