Mark Ten, Software Engineer

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LINKS LinkedIn, GitHub, YouTube, Twitter



EMPLOYMENT HISTORY

Jun 2020 — Sep 2021 Software Engineer (Go), Mobalytics Remote Product: Gaming assistant

* Worked on the new part of our product online-shooter Valorant
* Improved and developed internal services for reducing infrastructure costs by 20% and response time by 30%, including global cache manager, gateways
* Refactored old code base and move it to new microservice architecture

May 2020 — Jun 2020 Software Engineer (Go), Express24 (Contractor) Tashkent Product: Food ordering application

* Designed and developed from scratch cashback service which helped increase repeat purchases up to 10% based on user research

Feb 2020 — May 2020 Software Engineer (Go), Paul Camper Remote Product: Private camper rental platform

* Worked with cross-functional team on developing new features: Booking prolongation, Booking deactivation from idea to actual implementation. Almost 20% of our users needed those features, which also helped the company to save costs on the technical support side

| Sep 2019 — Dec 2019 | Software Engineer (Go), Yandex  Product: Video meetings platform (Yandex.Telemost)   * Worked on CI/CD pipelines, metrics coverage, test coverage | Moscow |
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| EDUCATION |  |  |
| Sep 2014 — Jul 2018 | Bachelor's degree, Lomonosov Moscow State University  Applied Mathematics and Computer Science | Moscow - Tashkent |
| LANGUAGES | English (C1) Highly proficient Russian | Native speaker |