

FILIPP KUCHERYAVY

Software Engineer DevOps

Technical Evangelist

t.me/FilippFrizzy

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Friz-zy

in Filipp Frizzy

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Hire me as a Freelancer

Upwork: Filipp Kucheryavy

I CAN DO FOR

⊞ kung fu my business,

▼ IN LOVE WITH

☑ configure your server

☑ or a distributed system

- ✓ or even develop the architecture
- **☑** and help with implementation.
- **✓** write a script
- $oldsymbol{\boxtimes}$ or automate something.
- **☑** teach this magic
- **☑** and explain how it works.
- ✓ help with interesting project
- **☑** especially with open source.

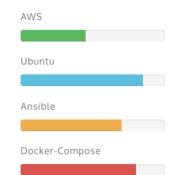
And many more ;)

⊕ and I have a passion ⊕ and experience with the complex environments like this:



operations team at work

- ⊞ I'm responsible,
- ⊕ and people trust me,
- ⊕ and you can!



IOB EXPERIENCES

Independent entrepreneur, Freelancer DevOps and Consultant

April 2016 - present

Experience included:

Planning project architectures, environments, CI & CD pipelines, etc;

Setup of cloud environments, bare metal servers, operating systems;

Improvement of develop and deployment cycles;

Consulting for developers teams;

Implementation of local test environments with vagrant and docker

Configuration and automation of services like:

- cloud and apps architecture
- jenkins, gitlab CI\CD
- automation with ansible and saltstack
- various monitoring systems like zabbix, telegraf, etc
- elasticsearch + logstash + kibana + beats

- various web servers topologies
- mysql replication with auto failover
- mongodb cluster with shardes
- redis replication with auto failover
- load balancing with dns and haproxy and many more;)

Scholar Web Services
DevOps on remote contract

Responsibilities included:

Development for environment

Planning and implementing environments, continuous integration pipelines;

Improvement of develop and deployment cycles;

Implementation of various protection systems and application firewalls

May 2017 - present

Operation processes like:

- incident management
- 12\7 duty clients support
- configuration and automation of servers and services

Environment:

- AWS cloud
- Saltstack
- Jenkins
- AWS linux, Ubuntu, Centos
- Various web servers, programming languages + environments, databases, etc
- English meetings, communications, docs

Lumiserv DevOps on remote contract

Responsibilities included:

May 2016 - May 2017

Development for environment

Planning and implementing environments, continuous integration pipelines;

Improvement of develop and deployment cycles;
Implementation of various protection systems and application firewalls

Operation processes like:

- incident management
- 12\7 duty clients support
- configuration and automation of servers and services

Environment:

- AWS cloud
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- Various web servers, programming languages + environments, databases, etc
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Exadel Inc DevOps for Glympse Nov 2015 - Feb 2016

Responsibilities included:

Development for environment

To facilitate operations I developed automation with Ansible: scale infrastructure with Amazon EC2 and Docker, deploy MongoDB cluster with replication and sharding, setup monitoring with ElastAlert and other stuff. Also I didn't forgot about testing and CI: we used a bundle of Vagrant and Jenkins.

Environment:

- AWS cloud
- Ansible
- Docker, Vagrant
- AWS linux
- Russian and English meetings, communications, docs

July 2012 - October 2015

Wargaming.net Software Engineer

Project: Online games

World of Tanks

World of Warships

World of Tanks Blitz

World of Tanks Xbox

World of Warplanes

Responsibilities included:

Deployment

I take an active part in the monthly releases of our projects. Day, night, weekends... In addition, I create and maintain our local environment for QA with continuous integration and autobuilds.

Operations

I'm part of our 24/7/365 support as L2 duty.

Integration in current environment

I'm a responsible for the World of Tanks Xbox project from the very start. I helped the Chicago studio with the development and integration of this project, designed the implementation and maintenance scheme from scratch. I also took it upon myself to participate in the integration of other projects.

Development for our environment

A large and complex project requires a special attitude. As part of the team I participate in the development and implementation of new standards and services to support our projects: scripts for deployment and environment with Fabric, Ansible and Puppet; improvement for monitoring with Zabbix and Sensu; collecting metrics; tests - it's only a small part of work.

Documentation

Writing documentation and To-Do's is part of my daily work. Also I implement autogeneration for api documentation with Pdoc, MkDocs and ReadTheDocs.

Communication and Evangelism
I'm a presenter and speaker at Minsk Python Meetup as well as at the internal meetups of our company.

Environment:

- high load: thousands of bare metal servers and over a hundred thousand log messages and events per second
- multiple programming languages and technologies: Python,
 Ruby, C++, Erlang
- multiple os: CentOs, Ubuntu, Windows
- multiple datacenters: RU, EU, US, ASIA, CN
- multiple developer studios: Minsk, Kiev, St. Peterburg, Chicago
- multiple languages: Russian and English meetings, communications, docs



Minsk Python Meetup Presenter and Speaker

Monthly public meetups on the topic of python language and programming technology in general



MEDIA

- ☐ This is GameDev, baby! Interview with developers of World of Tanks
- Containers. We need to go deeper
- ▶ Отчет о конференции europython 2015



EDUCATION

Belarusian State University
Faculty of Radiophysics and Computer Technologies
Student without a bachelor degree

Sep 2009 - July 2013

Studying:

- Programming languages and technologies: c, c++, java, matlab
- Development directions: embedded systems, networks, system programming, engineering, science
- Science directions: higher mathematics, general and theoretical physics, information and computer sciences