



# FILIPP KUCHERYAVY

Software Engineer

DevOps

Technical Evangelist

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🎧 Friz-zy

Upwork: Filipp Kucheryavy

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in Filipp Frizzy

Gratipay: Friz-zy



## I CAN DO FOR YOU

- ✓ configure your server
- ✓ or a distributed system
- ✓ or even develop the architecture
- ✓ and help with implementation.
- ✓ write a script
- ✓ or automate something.
- ✓ teach this magic
- ✓ and explain how it works.
- ✓ help with interesting project
- ✓ especially with open source.

And many more ;)



## BECAUSE I KNOW

- ⊞ kung-fu my business,
- ⊞ 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!



## IN LOVE WITH

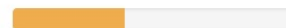
Python



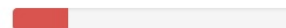
Ubuntu



Ansible



Vagrant



## JOB EXPERIENCES

Exadel Inc  
DevOps for Glympse

Nov 2015 - Feb 2016

Responsibilities included:

### Development for environment

To facilitate operations I develop 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 do not forget about testing and CI: we use a bundle of Vagrant and Jenkins.

Environment:

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

Wargaming.net  
Software Engineer

July 2012 - October 2015

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. Petersburg, Chicago
- multiple languages: Russian and English meetings, communications, docs



## VOLUNTEER


Minsk Python Meetup  
Presenter and Speaker


August 2014 - present

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