Max Yankov

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2023 - 2024 Popsql	**Senior developer, full-stack** • Built, released and operated linting system from scratch as a new standalone Python service, implemented infrastructure using Kafka and Terraform, support and related functionality in Ruby on Rails and Node services as well as React frontend. • Started and led dbt scheduling project.
2023 international clients	**Consultant, chatbots** • Developed a range of specialized chatbots, including a virtual sommelier, counselor, and salesperson, improving conversion rates and delivering business value to clients. • Gained hands-on experience with OpenAI's GPT APIs, libraries such as LLamaIndex and Llangchain (and contributed to them), expanded skill set in AI and machine learning technologies.
2021 - 2023 Deep Channel, USA	**Senior developer, full-stack** • Made significant contributions to the development of a unique desktop IDE and cloud services aimed at data engineers, integrating project-wide error display, automatic SQL compilation, results preview, and an internal job system. • Acquired deep insights into the data engineering sector, informing key product decisions and enhancing the product's relevance and utility to users. • The product has been acknowledged as an essential tool in the workflow of 80% of our clients. • The project involved working with notable technologies and platforms such as React, Redux, TypeScript (with extensive use of fp-ts and io-ts), BlueprintJS CSS framework, vite, vitest, Monaco Editor, and Snowflake.
2020 - 2021 Fastcup.net, Russia	**Senior developer, backend** • Assumed control of the backend of a popular project, leveraging Typescript, PostgreSQL, and a GraphQL API developed with Hasura. • Transitioned the project to use pgtyped for typed queries and carried out extensive refactoring, improving code quality and readability. • Introduced unit and integration testing to ensure software robustness and reliability. • Developed a tournament system from the ground up, adding a new dimension to user experience. • Leveraged in-depth understanding of indexes, proper denormalization techniques, and high-load project trade-offs, leading to significant performance enhancements and increased project efficiency.
2019 - 2020 Sofq games, Russia	**CTO, mobile game** • Developed a free-to-play casual mobile title from scratch. • Established and coordinated a robust development process to ensure product quality and timely delivery. • Utilized Unity for client-side development and leveraged NodeJS, Typescript, PostgreSQL, and AWS for server-side architecture, with protocol buffers for communication.
2017 - 2019 Hypetrain Digital, Russia	**Lead Developer, desktop game** • Built and led a team to rejuvenate an abandoned product (The Wild Eight, available on Steam). • Established development processes from scratch, delivering daily builds and maintaining a steady Kanban-like process for consistent quality. • Developed an innovative distributed network architecture that enabled the provision of an open-world multiplayer game without the necessity for a separate dedicated server.
2016 - 2017 Delos Technologies, Israel	**Co-Founder & CTO, VR** • Built prototypes while spearheading business development and fundraising initiatives. • Developed an art pipeline with Unity and PBR asset development tools, including Substance Painter, Substance Designer, Quixel Suit, and Houdini.
2013 - 2016 Various clients, Russia/Israel	**Senior developer, mobile games** • Led the client development team, hiring and operations. • Successfully built from scratch and launched several new products. • Extensively worked with Unity UI, native plugins, API, and SDK integration, honing a wide range of technical skills. • Optimized Unity Test Tools to establish an efficient testing workflow for the team. Added support for unit and integration testing with negligible code modification, maintaining full backward compatibility. • Transitioned the project from SVN to git, integrating crucial training and workflow improvements. • Developed artist tools, streamlining the asset creation process. • Played a key role in the development and success of Pokerist (50 m installs) and Pirate King (40m installs) in its period of rapid growth • Co-developed a leading UI framework, achieving 60 FPS performance on iPhone 4 with dynamically loaded assets. Developed dynamic texture packing, threading support, and sophisticated localization and rendering support for LTR languages and emoji.
2010 - 2011 adOffer, Russia	**CEO & Founder, adtech** • Successfully converted a novel concept into a viable business, securing seed investment. • Turned an innovative idea into a fully functioning company by securing seed investment. • Successfully attracted the company's first partners and advertisers.
2007 - 2013 Various clients, Russia	**Game designer & producer, mobile and social games** • Performed metric analysis using SQL and R to inform design decisions and improve game performance. • Led design and production of an array of social and mobile games, both original and localized, for key Russian social networks. • Provided consulting expertise for business development, evaluated up to 500 social and mobile titles for potential localization. • Devised an advanced metagame framework for a renowned FPS title, integrating player progression, ELO ranking, and matchmaking for its MMOFPS conversion. • Developed concept documents and treatments for a variety of projects. • Drove a PvP MMO based on HeroEngine from prototype to beta as a game designer, software engineer and interim technical art director, designed key game systems, curated art production, established art bible. • Implemented feature enhancements and balance updates across multiple live projects, subsequently driving key performance metrics and escalating revenue. Led a significant overhaul of a live game, successfully steering it from a loss-making to a break-even point.

Skills

Javascript, Typescript, C, C++, Objective-C, C#, Java, Python, Go, Rust, React, React Native, Django, Electron, redux, vitejs, mocha, jest, vitest, Unity, Xamarin, Cocos2dx, Node, Postgresql, MySQL, Mongo, Firebase, AWS, Jenkins, iOS, Android

Languages

English — excellent (TOEFL score 114/120)
Hebrew — intermediate (beth level)
Russian — native speaker