

Work Experience

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 LLaIndex and LLaChain (and contributed to them), expanded skill set in AI and machine learning technologies.

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.

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.

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.

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.

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.

Senior developer, mobile games

- Led the client development team, hiring and operations.
- Successfully launched a new product
- Built a new product from scratch, developing a novel architecture.
- 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.
- Played a pivotal role in Pirate King (40m installs) in its period of rapid growth.
- Transitioned the project from SVN to git, integrating crucial training and workflow improvements.
- Developed artist tools, streamlining the asset creation process.
- Added support for unit and integration testing with negligible code modification, maintaining full backward compatibility.
- Played a key role in the development and success of Pokerist (50 m installs).
- Implemented game-changing UI engine.
- Developed dynamic texture packing, threading support, and sophisticated localization and rendering support for LTR languages and emoji.
- Co-developed a leading 2D framework for Unity, achieving 60 FPS performance on iPhone 4 with dynamically loaded assets

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.

Game designer & producer, mobile and social games

- Performed metric analysis using SQL and R to inform design decisions and improve game performance.
- Led the production and supervision of an array of social games, both original and localized, for key Russian social networks.
- Managed the design and production process of a portfolio of mobile games.
- 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.
- Led a significant overhaul of a live game, successfully steering it from a loss-making to a break-even point.
- 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.

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