

Ivan Golubev

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PROFESSIONAL SUMMARY

- A software engineer with 16 years of experience in multiple domains: engine development, rendering, network programming, back end servers, web development, mobile apps and DevOps.
- Speak English (proficient), Russian (native), currently studying Japanese (N4 level).
- Have the right to work in UK (British citizenship).
- Seeking Software Engineer roles in low-latency systems programming in C++: High Frequency Trading (HFT), High-Performance Computing (HPC), Embedded Systems, Real-Time Computing, Large-Scale Data Processing, Robotic Systems, VoIP systems, Deep Learning Accelerators and optimized ML inference runtimes, Real-time Game Engine Development.

TECHNICAL SKILLS

- Programming in C++, C#, Python, Go, Java. Time-sensitive systems in C++.
- Unreal Engine 5, Unity, custom engines. Web development in Google Web Toolkit.
- Developing apps for Android, iOS, PlayStation, Xbox, Nintendo Switch, Windows and Linux.
- Back end and DevOps in AWS, Google Cloud (GCP), Digital Ocean, MS Azure. Terraform, CloudFormation and Ansible.
- CI/CD in Jenkins and TeamCity in Python.
- Creating databases and writing stored procedures in Postgres, Oracle DB, DB2, MySQL.
- Writing custom TCP/UDP protocols, websockets, REST APIs, gRPCs.

EDUCATION

Saint Petersburg Electrotechnical University

Master degree in software engineering

2010

PhD in distributed systems and software engineering

2014

Cambridge certificate of proficiency in English

2015

WORK EXPERIENCE

Sharkmob

Principal Systems Engineer

London, UK

Apr 2023 – Nov 2024

Engine programming in Unreal Engine 5/ C++:

procedural content generation pipelines, networking code, entity component systems for AI, performance optimizations.

Mentoring and support for engineers in audio/ AI / core tech teams.

Double Eleven

Principal Software Engineer

Middlesbrough, UK

Jan 2022 – Dec 2022

C++ project porting from Windows to Linux. Working on a networking code for cross-platform experience between PlayStation, Xbox, PC and Switch. Extending and integrating with the containerized back end systems in C#.

Led a team of two engineers and collaborated closely with Blackbird Interactive, Mojang, and Microsoft teams.

Double Eleven

Senior Software Engineer

Middlesbrough, UK

Dec 2019 – Dec 2021

Engine programming in C++: Direct3D 12, build systems, graphical bug fixes, integrating with new Development kits for the next generation hardware.

Implementing cross-platform features.

Built infrastructure and managed DevOps in AWS and Digital Ocean, using Terraform, Node.js, and Python to create and maintain autoscaling servers (in the hundreds). At launch, the project supported up to 100,000 concurrent clients.

Outplay

Senior DevOps Engineer

Dundee, UK

Apr 2017 – Dec 2019

Implemented networking and iOS/Android client features in Unity/ C#, Golang and Python.

Server and infrastructure works in Google App Engine and Amazon GameLift/ EC2 / Terraform.

Wargaming

Senior Software Engineer

Saint Petersburg, RU

Sept 2016 – Mar 2017

UDP/TCP networking and server-side programming in Java and Unity (C#) for iOS and Android.

Electronic Arts

Senior Server Engineer

Saint Petersburg, RU

Apr 2015 – Jul 2016

Server-side programming and live ops in Java / Amazon Web Services for clients on iOS/ Android.

Scalability, load-testing and CI/CD pipelines in Python for servers in Google Cloud and AWS Beanstalk.

Stereologic

Software Engineer

Saint Petersburg, RU

Aug 2008 – Mar 2015

Developed a full-stack UML diagramming tool using Google Web Toolkit and Java/Scala.

Google Web Toolkit browser client, Java Enterprise Edition server and a relational storage in Oracle/Postgres/MySQL.

Blueprint Software Systems

QA

Saint Petersburg, RU

Jul 2007 – Oct 2007

Functional & exploratory testing of a UML diagramming tool.

Motorola

Junior Software Developer

Saint Petersburg, RU

Nov 2006 – Jul 2007

Unit testing new Motorola mobile devices in Java.