

Denis Kogutich

Saint Petersburg, Russia
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Senior Software Engineer

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I am a Software Engineer with 7+ years of work experience in multiple programming languages like Go, C++, C, Python, Javascript. Currently, work as a Golang Backend Developer in a high load project.

SKILLS

Languages	Go, C++(11/14/17), Javascript, Python, SQL
Tools	Git, Bash, CMake, PostgreSQL, ClickHouse, MongoDB, Kafka, Docker, Kubernetes
Communication	English (Upper intermediate), Russian (native)

TECHNICAL EXPERIENCE

Senior Software Engineer <i>Exness, full-time</i>	Oct 2022 — Present <i>Limassol</i>
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- Work in the anti-fraud team. Development of various tools that help fight fraudsters, including: generation of reports, alerts, services analyzing suspicious actions.

Software Engineer <i>Yandex, full-time</i>	Sep 2021 — Jul 2022 <i>Saint Petersburg</i>
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- Created a new service in production responsible for couriers' salary management. Prior to the creation of the service, managers had to waste time manually adjusting salaries and assigning attributes to couriers.
- Optimized the way couriers are assigned to orders, upgraded the algorithm for orders grouping in batches. This made it possible to distribute couriers more efficiently between orders, which led to a decrease in declines (by 10%) and couriers' latenesses (almost twice) and resulted in company profit.

Software Engineer <i>Wargaming.net, full-time</i>	Sep 2020 — Aug 2021 <i>Saint Petersburg</i>
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- Optimized render process by reducing GPU draw calls count, which contributed to a significant increase in FPS, especially on older computers. On average resulted in a +5 FPS performance win.
- Developed a template library in C++ that allows to define vertex formats and use them in compile-time computations. Before the library was created developers used to define them in XML format and perform parsing in runtime.

Software Engineer <i>TradingView, full-time</i>	Jul 2019 — Aug 2020 <i>Saint Petersburg</i>
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- Redesigned the service responsible for core application data supply. The code has become cleaner and more resistant to various errors. CPU Usage decreased by 5-10%.
- Developed a framework for Integration Testing, with this, managed to find a large number of errors and save the QA team from having to check the main process pipeline manually (before about 1-2 days per week were regularly spent on this).
- Moved the common code from microservices to libraries that led to a readability increase and also allowed code to be reused by other teams. About 30 microservices were refactored.

Software Developer <i>Yandex, full-time</i>	Jul 2017 — Jun 2019 <i>Saint Petersburg</i>
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- Found bottlenecks in internal build processes and thus shortened build time by two times (30 min → 15 min).
- Implemented caching in critical data retrieving places. These changes significantly reduced the number of HTTP requests and the load from the servers, sped up page loading up to 15%.
- Took key role in the creation of a new high load service in production responsible for loans functionality. For the short-term period, our team managed to successfully release a stable version.

MENTORSHIP

- Mentored Junior Engineers and helped them grow to Middle Engineers.
- Co-authored about 50 pages in the internal wiki that helped coworkers to get across the codebase.
- Gathered meetings to share experiences with other teams.

SDE PROCESSES

- Participated in project architecture discussions and key decisions.
- Reviewed on average 1-2 pull requests daily on Github/Bitbucket/Gitlab.
- Interviewed candidates for C++ and Go positions.

EDUCATION

Bachelor in Software and Administration of Information Systems, *Saint Petersburg State University*

2013 – 2017

ADDITIONAL EXPERIENCE (ONLINE COURSES)

C++ Specialization, Algorithmic Toolbox, Concurrency in Go, Getting Started with Go, Functions, Methods, and Interfaces in Go, Dive into Python