Mike Belyakov

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GitAwards
CodersRank

Link to actual version
of this CV

PROFESSIONAL SUMMARY

As an experienced Site Reliability Engineer and Back-End Engineer with over 20 years in IT development, I bring a wealth of knowledge and expertise to any project. I am a certified Google Cloud Architect and am passionate about working with Kubernetes and automating tasks to streamline processes. My Github account is in the top 1% of all Ruby accounts on GitAwards, and I am a polyglot programmer who is always eager to learn new technologies. While my recent focus has been on Ruby and JS, I am also curious about exploring Go. As a problem solver, I am highly result-oriented and self-motivated, and I am comfortable working remotely with teammates. I believe in delivering quality work that exceeds expectations, and I am excited about the opportunity to bring my skills to your organization.

SKILLS

Languages
Russian (native)
English (fluent)
Portuguese (intermediate)

Programming Languages
Ruby, Bash
GO, JavaScript
PHP, C#, 1C7, 1C8, Pascal, Delphi, Basic, Assembler

Everyday use tools

Kubernetes	Ruby on Rails	Jira
Minikube	PostgreSQL	Agile
GKE (Google cloud)	Redis	Scrum
Docker-compose	Sidekiq	Design Sprints
Docker	Bundler	MacOs
Helm	Asdf	Linux
Gitlab	Travis	
Github	Sentry	
Git	Dredd (DDD)	
Bash, Zsh	RSpec (TDD)	

Other technologies & tools

AWS, ActiveAdmin, Ancible, Apache, BDD, Backbone, BB-Marionette, Bootstrap, Bower, Capistrano, Chef, CoffeeScript, DigitalOcean, Drone, Elasticsearch, Foreman, JWT, Grafana, GraphQ, Grunt, Guard, Gulp, Heroku, InfluxDB, JQuery, Jekyll, Jenkins, Liquid, Lokum, Memcached, MongoDB, Monit, MySQL, New Relic, Nginx, Npm, Packer, PivotalTracker, RailsAdmin, Rancher, React, Sinatra, Skeleton, Spree, TDD, Terraform, TestKitchen, Trello, Vagrant, Vue, Webpack, Yarn

CERTIFICATION

Google cloud certified professional cloud architect, 2020

Certified Kubernetes Application Developer (CKAD), 2020

EMPLOYMENTS

Site reliability engineer

UK, Jersey — July 2019 - current

I am working on GCP cloud, with k8s (GKE) on a high-load site with a few dozen
company and external services.

- Maintained infrastructure as a code
- Moved (or created from scratch) CI/CD to GCP cloudBuild from different providers
- Rebuild EFK cluster
- Bumped Ruby/Rails projects versions
- Created skaffold scripts for simpler deployment
- Built minikube boilerplate for local development
- Extracted high load code to golang micro services
- Optimised some high load ruby code to achieve 100x more CPU efficiency
- WIP on MySQL cluster seamless upgrade

Self improvement

Braga, Portugal — March 2019 - July 2019

After previous role I found a few topics which I want to cover better plus there are a
few ideas for new projects, which will be cool to make. Here you can find the progress
of these:

- Algorithms course from Codility. link
- DevOps advanced practics and instruments course.
- DDD practics with Rails.
- "Mastering kubernetes 2nd edition" book.
- "Go programming language" book.
- Kubernates advanced course.
- ActiveModel storing Validations improvements gem.
- Write articles about code organizing hacks.

Software Architect

USA, IL, remote — September 2018 to February 2019

Microservice based distributed architecture. Docker/Container based serverless
development, based on GKE and minikube (for the development). Main language:
Ruby (Ruby on Rails framework).

- Refactored codebase and reduced average response time by 20%
- Refactored codebase by removing about 10% of codebase while keeping the behaviour.
- Reduced number of bugs and improved code documentation.
- Implemented some architectural improvements, design solutions and integration solutions.
- Architect and develop from scratch new company project.
- Interviewed a few dozens of candidates to find the best for the team.

Senior Software Engineer

Braga, Portugal — May 2018 to September 2018

Microservice based distributed architecture. TDD/BDD with Jest. Deployed to AWS
with Drone CD/CI (Docker/Container based). Main language: JS (NodeJS with KOA
framework).

- Developed cryptocurrency exchange.
- Refactored codebase by removing about 10% of codebase while keeping the behaviour.
- Extracted code to brand new services to increase core reusability and team performance.
- Reduced number of bugs and improved code documentation.

- ☐ Implemented some architectural improvements, design solutions and integration solutions.
- ☐ Improved CI scripts to increase tests pass rate by 20% while providing better feedback to the developer.

Senior Software Engineer

Melbourne, Australia, remote — April 2017 to April 2018

Monolith architecture. TDD with Minitest, BDD with Capybara. Custom deploy scripts to own bare servers with Jenkins CI. Only the development process was Dockerized. Main language: Ruby (Ruby on Rails framework).

- ☐ Migrated large Rails 3.x code base to Rails 5 and rewrote confusing and under-documented parts.
- ☐ Removed more than 10 vulnerabilities (like CSRF, SQL injection, stack overflow and others).
- ☐ Reduced memory load (for 15%) and CPU consumption in production by removing duplicate dependencies.
- ☐ Updated and fixed existing software and system applications.
- ☐ Collaborated with team members to create application's system analysis based on a client requirements.
- ☐ Introduced some hacks, which reduced tests pass time by 50%.
- ☐ Fixed lot's of unstable tests in the test suite of 20k+ tests.
- ☐ Improved CI.
- ☐ Moved development process to Docker.

Senior Software Engineer

Valencia, Spain, remote — June 2016 to September 2017

Distributed architecture was based on microservices, I supported 3 of them. TDD with Rspec. Deployed to own servers with Capistrano then with GitLab CD/CI (Docker/Container based) on Rancher. Main language: Ruby (Ruby on Rails framework).

- ☐ Supported a few internal micro-services, which helped to orchestrate more than 300 servers for video-streaming services.
- ☐ Automatized company code style guide.
- ☐ Added CD/CI with Gitlab and moved develop cycle to Docker with further connection with Rancher.
- ☐ Improved test coverage significantly.
- ☐ Developed and supported existing internal CLI tools for Bash and ZSH.
- ☐ Created and extended new CLI tools for SSH usage.
- ☐ Added Chef recipes and introduced chef roles testing with remote environment over VPN.

Senior Software Engineer

Ijevsk, Russia, remote — September 2015 to September 2016

Monolit architecture. TDD with Rspec, BDD with Capybara. Capistrano deploy scripts to PaaS (Heroku/Locum). Main language: Ruby (Sinatra/Ruby on Rails framework).

- ☐ Worked from idea to deployment.
- ☐ Created CRM system from scratch with about 100 model and with code quality of more than 97 by Rybycritic
- ☐ Consulted regularly with customers on project status, proposals and technical issues.
- ☐ Collaborated with team members to create applications system analysis based upon client requirements.

Software Engineer

Russia, Thailand, Cambodia, Indonesia, etc., remote — November 2012 to August 2015

Several 1C:Enterprise projects with monolit architecture. Languages: 1C8, SQL, PHP, Ruby. Development OS: Windows, Server OS: Windows or Linux.

- ☐ Created new data structures and reports to cover business rules.
- ☐ Automated connection with other software (including software from IRS).

- Automated DB maintenance.
- Moved some clients to thin clients (with moving all infrastructure), pun intended.

System Architect & CTO

Pskov, Russia — August 2007 to November 2012

Few 1C:Enterprise projects with monolit architecture. Languages: 1C8, SQL.

Development OS: Windows, Server OS: Windows.

- Rebuilt all paperwork in collaboration with financial director and represented it in CRM system.
- Ruled the team of 6 engineers.
- Automated paperwork, which allowed to reduce the number of staff by 15%.
- Created and maintained information processing cluster with RDP connections.
- Solved network bandwidth limitation problem, moved users to thin clients, which reduced cost of the working place and support.
- Automated connection with other software (including software from IRS).
- Automated DB backups and maintenance.

1C Developer & SystemArchitect

Pskov, Russia — January 2005 to August 2007

Few 1C:Enterprise projects with monolit architecture. Languages: 1C7, 1C8, SQL.

Development OS: Windows, Server OS: Windows, Linux.

- Architect 100+ user LAN from workgroup of 20 users.
- Installed and supported mini-ATC telephone system for 40 internal lines.
- Maintained 8 different accounting databases (some of them I to created from scratch) with different structure.
- Supported remote company branches over dial-up, VPN.
- Created and maintained wired scripts for amortization of different financial transactions, which significantly increased efficiency of collaborators.
- Automated connection with other software (including software from IRS).
- Automated DB backups and maintenance.

System Administrator

Pskov, Russia — November 2003 to August 2004

- Administrated distributed network with low throughput networking.
- Upgraded and repaired environment hardware.
- Maintained and installed mini-ATC.
- Supported UBIS products, mostly with remote access.
- Wrote automation scripts for Windows and Linux systems.

Junior Delphi Developer

Pskov, Russia — May 2003 to August 2003

- Supported existed products.
- Upgraded and repaired environment hardware.
- Wrote automation scripts for Windows systems.

Junior Engineer

Pskov, Russia — February 1999 to August 2000

- Assembled computers and installed OS.
- Repaired broken PC and computer parts.

VOLUNTEER EXPERIENCES

IT technical support of "Encyclopedia of Pskov" (ISBN 5-901374-01-0) book editors team and accounting team, 2004-2008

IT technical support of "Teatre of a word" in Pskov, 2007-2011

EDUCATION

Bachelor's Degree in Computer Science

Pskov Volny University @ Pskov, Russia — 2000 to 2006

HOBBIES

Crafting smart-home, chess, travel, gym.