

Aliaksei Sosin

SOFTWARE ENGINEER

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Summary

Experienced Software Engineer with a proven track record in backends, APIs, .NET, client/server, and distributed systems using relational and NoSQL databases. Skilled in reducing costs and improving user experience. Interested in modern microservice architectures, functional programming, and Golang.

Skills

Back-end	Asp.NET, REST API
Databases/Messaging	MongoDB, Aerospike, Redis, MariaDB, SqlServer, SQLite, Vertica, Kafka
Programming	C#, Bash
Observability	ELK, Grafana, Dynatrace, Prometheus
Operating systems	Linux, MacOS, Windows
DevOps	AWS, Azure, Docker, Kubernetes, Jenkins, TeamCity
Languages	Russian(native), English(C1), Polish(beginner)

Experience

Finstek Ltd.

Minsk, Belarus

SENIOR SOFTWARE ENGINEER

Jun. 2023 - Sept. 2023

- Together with frontend team, designed and implemented a trading robots SDK proof of concept. During POC stage researched possibilities for crossplatform clientside .NET 7 implementation (Windows, Mac), installers packaging and signing (MSIX, dmg), websockets and REST communication between project parts (Bot manager, Bots, browser-hosted WebTrader app). Developed a possibility to plug a Blazor UI for bots. Additionally developed Bot Market portal backend POC with ability to upload, download and upgrade trading bots to a latest versions.
- Developed parts of a MembersArea web portal hosted in Azure aimed at forex trader identities management.
- For TraderPlatform team, designed and developed a .NET 7 microservice to store user-provided chart drawings in SQLite database.

Sababa Labs/Playtika Ltd.

Minsk, Belarus

SENIOR SOFTWARE ENGINEER

Aug. 2019 - Feb. 2023

- In the backend team, migrated .NET 4.5 monolythic gaming backend to microservices. This reduced operational costs by approx. \$2M/year in cloud provider payments by migrating highload gaming backend (600,000 daily active users) from Windows and AWS to Linux and private DC under Kubernetes+Netflix stack (Eureka, Zuul, Hystrix, Ribbon)
- Simplified application structure by 10-30% with integration of Playtika platform Java services into BK: Login, Payments, Journeys, Goods Router, InApps
- Revamped Minigames feature by extending gaming monolith REST API and its Aerospike storage, resulting in improved user experience and increased monetization. Led a mini-team for the feature, comprising of 2 QA, 2 Unity developers, and myself as a backend developer.
- Reduced players waiting time and improved tournament experience by implementing a new microservice in .NET Core for custom Journey step (tournament end) based on points instead of tournament ending time.
- Reimplemented Facebook, Apple, and Guest login based on Playtika services and JWT provider, subsequent optimizations.
- Served as a gatekeeper for microservices and parts of gaming monolith, as well as some PSF integrations, resulting in a 20% improvement in problem identification and overall system improvements.
- Assisted in reducing production incident time by 30% during on-duty support, monitoring, NOC, and SLS assistance using Prometheus, Grafana, ELK, Kibana, Dynatrace.
- Developed .NET microservices container healthcheck library to standardize new microservices development
- Improved team knowledge sharing through several talks and Wiki pages on topics such as Journey messaging debugging assistance during prod incidents, backend architecture overview for onboarding, and containers traffic monitoring in Linux.

Compatibl LLC

Minsk, Belarus

SOFTWARE ENGINEER

Apr. 2008 - Aug. 2019

- Implemented backend part in .NET/.NET Core for accounting and internal assets reporting system for a U.S. bank and stockbroker Charles Schwab.
- Various custom XVA solution implementations based on Compatibl Analyst platform (Windows and .NET) for major European, U.S. and South African banks.
- Compatibl Analyst platform extensions, customer data integration business trips (SQL Server, Sybase ASE, Oracle8i).

ScienceSoft Inc.

Minsk, Belarus

SOFTWARE ENGINEER

Jan. 2006 - Apr. 2008

- Developed a WinForms + SqlServer desktop application for Estonian State Registry Office.
- Maintained and developed a WinForms production equipment load balancer tool for Baxter Pharmaceuticals.

VPI Development Center

.NET DEVELOPER

Minsk, Belarus

Jun. 2003 - Nov. 2005

- Development of WinForms product for rapid design of optical transport networks.
- Implemented an XSLT-based templating engine to transform XML data into SVG equipment images.

Coherent Solutions

JUNIOR C++ DEVELOPER

Minsk, Belarus

Mar. 2002 - Jun. 2003

- Online community portal featuring news aggregator, groups organizer and events planner in C++ and HTML.

Education

Belarusian State Polytechnic Academy

B.S. IN INDUSTRIAL ROBOTS AND ROBOTIC SYSTEMS

Minsk, Belarus

1995 - 2000

- Robotics engineer

Certifications

Microsoft

MICROSOFT CERTIFIED PROFESSIONAL ".NET FRAMEWORK - APPLICATION DEVELOPMENT FOUNDATION"

Minsk, Belarus

2007

- Certification ID: 5825031
- Transcript ID: 832377
- Access code: helmes2009

Coursera

ARCHITECTING WITH GOOGLE KUBERNETES ENGINE

Online

2021

- Google Cloud Fundamentals: Core Infrastructure
- Architecting with Google Kubernetes Engine: Foundations
- Architecting with Google Kubernetes Engine: Workloads
- Architecting with Google Kubernetes Engine: Production
- Verify url: <https://www.coursera.org/account/accomplishments/specialization/certificate/R2DBY6WL4GRL>

British Council EnglishScore

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Online, proctored

2023

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