



# Aliaksei Sosin

SOFTWARE ENGINEER

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## Summary

Software Engineer with 20+ years of experience in backends, .Net, client/server and distributed systems using relational and no-SQL databases. Crafting software for many international teams and companies, ranging from small (5 employees) to large (3000+ employees) and from financial to gaming industries. Helped cut costs and improve user experience by moving distributed highload application (600K daily active users) from AWS cloud into private datacenters. Interested in modern microservice architectures, bringing functional approaches into the code and studying Golang.

## Skills

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

## Experience

### Sababa Labs/Playtika Ltd.

Minsk, Belarus

SENIOR .NET BACKEND DEVELOPER

Aug. 2019 - Feb. 2023

- As a part of the backend team, reduced application operational costs by approx. \$2M/year in cloud provider payments by moving 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
- Improved user experience and increased monetization with Minigames feature revamping (ability to buy cooldown end + new configuration for points and prizes) - extended gaming monolith REST API and its Aerospike storage. Took the lead of mini-team for the feature, comprising of 2 QA, 2 Unity developers and myself as a backend developer.
- Reduced players waiting time and tournament experience by 5-10% by implementing a new microservice in .net Core for custom Journey step (tournament end) based on points instead of tournament time
- Initiated and completed Facebook, Apple and Guest login reimplementation based on Playtika services and JWT provider, subsequent optimizations
- Served as a gatekeeper for a couple of microservices and parts of gaming monolith, as well as some PSF integrations which sped up problem identification and improvements by 20%
- Helped with reducing prod incident time by 30% during on-duty support, monitoring, NOC and SLS assistance using Prometheus, Grafana, ELK, Kibana, Dynatrace
- Improved team knowledge sharing with several talks and Wiki pages for: Journey messaging debugging assistance during prod incidents, backend architecture overview for onboarding, containers traffic monitoring in Linux

### Compatibl LLC

Minsk, Belarus

.NET/.NET CORE DEVELOPER

Apr. 2008 - Aug. 2019

- Implemented server 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 (SQL Server, Sybase ASE, Oracle8i).

### ScienceSoft Inc.

Minsk, Belarus

.NET DEVELOPER

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

- 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.

Minsk, Belarus

Jun. 2003 - Nov. 2005

## Coherent Solutions

JUNIOR C++ DEVELOPER

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

Minsk, Belarus

Mar. 2002 - Jun. 2003

## Education

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### Belarusian State Polytechnic Academy

B.S. IN INDUSTRIAL ROBOTS AND ROBOTIC SYSTEMS

- Robotics engineer

Minsk, Belarus

1995 - 2000

## Certifications

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### Microsoft

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

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

Minsk, Belarus

2007

### Coursera

ARCHITECTING WITH GOOGLE KUBERNETES ENGINE

- Google Cloud Fundamentals: Core Infrastructure
- Architecting with Google Kubernetes Engine: Foundations
- Architecting with Google Kubernetes Engine: Workloads
- Architecting with Google Kubernetes Engine: Production

Online

2021

### British Council EnglishScore

ENGLISH CORE SKILLS CEFR C1 ADVANCED

- Verification ID: 5c715d02
- Verify url: <http://englishscore.com/verify>

Online, proctored

2023