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Summary.

Experienced Software Engineer with a proven track record in backends, .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, Vertica, Kafka

Programming C#, Bash

Observability ELK, Grafana, Dynatrace **Operating systems** Linux, MacOs, Windows

> **DevOps** AWS, Docker, Kubernetes, Jenkins, TeamCity **Languages** 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,
- · Improved user experience and increased monetization with Minigames feature revamping by extending 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 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 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

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

Jan. 2006 - Apr. 2008

• Development of WinForms product for rapid design of optical transport networks.

Jun. 2003 - Nov. 2005

Implemented an XSLT-based templating engine to transform XML data into SVG equipment images.

Coherent Solutions Minsk, Belarus

JUNIOR C++ DEVELOPER Mar. 2002 - Jun. 2003

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



Belarusian State Polytechnic Academy

Minsk, Belarus

B.S. IN INDUSTRIAL ROBOTS AND ROBOTIC SYSTEMS

· Robotics engineer

1995 - 2000

Certifications

Minsk, Belarus

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

2007

• Certification ID: 5825031

• Transcript ID: 832377

• Access code: helmes2009

Coursera Online

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
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