Oleg Antonyan

Belgrade, Serbia • https://github.com/olegantonyan/ • linkedin.com/in/oleg-antonyan-2b715089
oleg.b.antonyan@gmail.com

Software engineer

Broad experience from embedded to the web with depth in backend. The last 10 years have focused on Ruby/Go/Python SaaS in a fully remote environment. I take a vaguely described task and deliver the product with UI, scalable backend, analytics. Fluent English. Available in US timezones.

WORK EXPERIENCE

Bestplay • Remote • 05/2024 - Present

https://bestplay.app - casual mobile games
Senior backend developer • Full-time

- Built payment gateways (PayPal, Tremendous, TangoCard) integrations
- Built web-based (PWA) client app with Apple Sign-In in Svelte, TypeScript, Tailwind
- Implemented LiveOps system (periodic events "play that much over the weekend and win X")
- Built monitoring with NewRelic
- Deployed multi-process Sidekiq on Heroku to improve throughtput

AYTM • Remote • 09/2016 - 05/2024

https://aytm.com - market research automation
Lead backend developer • Full-time

- Introduced Rubocop in ~500k LOC Ruby on Rails project to improve code quality
- Created Data Warehouse for internal BI (Go, Python, Google BigQuery, PubSub, Cloud Functions)
- Built a monitoring system using Prometheus and Grafana
- Implemented several big features with a lot of refactoring and data migrations, touchnig ~30% of all codebase, deployed with 0 downtime and 0 critical bugs.
- Carried RoR upgrade from 5.2 to 7.1 of ~1M LOC project

Slon-DS • 12/2014 - 01/2020
Developer, co-founder • Part-time

- Built everything. RoR app, audio player on ESP32, video player on RPi+Python, Android-based player
- Together with co-founder led the bootstrapped company to sustainable income

10levels • 01/2015 - 09/2016

Mobile app and backend for weight loss
Lead developer • Full-time

- Launched mobile app (Ionic framework) and backend for it (Ruby on Rails)
- Carried product development until hiring a dedicated product owner

System Technologies • https://sys4tec.com/en/ • 10/2013 - 12/2014

FMCG distribution automation
Software developer

- Created a CI tool for building C++/Qt app for multiple platforms, code here https://github.com/olegantonyan/fbbs2
- Made C++/Qt mobile app run natively on Adnroid x86 (in addition to ARM)
- Implemented error reporting service for mobile app using Google Breakpad

Freelance • 01/2011 - 11/2013
Embedded developer

- Ported LwIP on LPC1768 (https://bitbucket.org/antlabs_dev/lpc178x_freertos_lwip_skeleton/src) as a part of client's project - alarm system
- Created server-side software in C++/boost for communicating with alarm devices
- Reverse-engineered couple of protocols: one UDP-based, another propriitary similar to I2C
- Built a MESH network on CC430-based RF MCUs

PROJECTS

OmniPackage • 02/2023 - Present

https://github.com/omnipackage

Currently working on open source project which helps creating and distributing RPM and DEB packages - https://omnipackage.org/

mpz - music player for big local collections • 03/2019 - Present

https://mpz-player.org/

OpenSource C++/Qt based desktop application. Inspired by "Album list" in Foobar2000, but it's not an attempt to clone

PUBLICATIONS

Writing Ruby gem in Rust

https://undefined-reference.org/2016/05/14/writing-rubygem-in-rust.html

Why you should probably avoid mixins

https://undefined-reference.org/2017/06/10/why-you-should-probably-avoid-mixins.html

SKILLS

Backend: Docker, Git, Google cloud, Linux, MySQL, PostgreSQL, Ruby on Rails

Languages: C, C++, Crystal, Go, JavaScript, Python, Ruby, Rust, TypeScript

Natives apps: Android, Embedded FreeRTOS, Embedded Linux, Qt

Data engineering: BigQuery, ClickHouse, ETL, Tableu

Frontend: Bootstrap, Hotwire, React, Stimulus, Svelte, Tailwind, Turbo