

# KONSTANTIN PELEPELIN

## Senior Web Software Engineer

- <https://pelepelin.github.io/cv/Konstantin-Pelepelin-CV.pdf>
- [Konstantin.Pelepelin@gmail.com](mailto:Konstantin.Pelepelin@gmail.com)
- <https://www.linkedin.com/in/konstantin-pelepelin-8abb9529/>
- <https://github.com/pelepelin/>
- <http://stackoverflow.com/users/1531945/konstantin-pelepelin>

### Summary

Web developer with 22 years of experience in web development. Created game stores and user portals. Experienced in programming languages and frameworks. Proficient in creating project-wide solutions. Competent in modern architecture.

### Experience

#### **Sperasoft** 2012 - Now

*Position:* Senior Web Software Engineer

- Working in distributed teams on projects of the company clients (see below)
- Conducting hiring technical interviews

#### **Jagex** 2021 - 2023

*Position:* Senior Backend Software Engineer

*Projects:*

##### ⇒ **E-Commerce**

- Developing and maintaining a storefront and a payment processing system
- Developing a next generation of user accounts platform

##### ⇒ **Player support system**

- Designing and building a bridge between third-party game site, customer support system and user accounts provider
- Creating a resilient and scalable IaC cloud deployment

#### **Electronic Arts** 2012 - 2021

*Position:* Senior Web Software Engineer

*Projects:*

##### ⇒ **EA Desktop**

- Designing, building and maintaining next generation of the backend of a main company storefront
- Participating in code reviews
- Creating code standards

##### ⇒ **Origin**

- Maintaining and improving a main company storefront
- Implementing complex business rules
- Profiling and improving performance

##### ⇒ **WebSDK**

- Designing, building and maintaining reusable libraries for rapid web development
- Designing, building and maintaining back-office sites
- Participating in code review
- Participating in hiring technical interviews

#### **DTF** 2001 - 2012

*Position:* Software Engineer

*Projects:*

##### ⇒ **Game developers business portal**

- Building and maintaining a developer communication and public relations platform
- ⇒ **Game developers conference site**
  - Building and maintaining developers conference promo and booking sites
- ⇒ **Game community portal**
  - Building and maintaining a gaming news and player community portal
- ⇒ **3D action game**
  - Implementing game logic scripts

## *Skills*

- Web REST API GraphQL API Microservices Cloud native
- TypeScript JavaScript Node.js Java Scala
- PostgreSQL Redis
- Docker Kubernetes Git Linux
- English: written - proficient, spoken - intermediate
- Russian: native
- Serbian: basic

## *Education*

### **St.-Petersburg State Technical University**

Master of Mathematics and Physics, 1999