



Sergey Rybalkin

Profile

Highly skilled software developer with 5 years of experience in various projects (from scientific to gamedev), specialist in Java and backend architecture. I regularly improve my skills, taking part in conferences, meet-ups and courses. I'm also interested in highload and performance.

Skills Summary

Java, Java Core, Guava, Spring, Hazelcast, Elasticsearch, C++, UnrealEngine 4, Scala, Python, JavaScript, Selenium, Maven, Git, Mercurial, JMeter, JUnit

Education

- 2008 – 2013 **Moscow State University**, Faculty of Computational Mathematics and Cybernetics.
Degree: Specialist in Computer Science.
- 2012 **Yandex Computer Science School**.
- 2011 **Netcracker Java School**.

Experience

Mail.Ru Group

Mar 2015 – **Senior Game Mechanics Engineer**.

- Present F.R.A.G - multiplayer online game client-server game. <https://frag.mail.ru>
C++, UnrealEngine 4 (memory management, GC, net)
Responsibilities:
- game mechanics implementing,
 - performance, stability and architecture improvement,
 - Unreal Engine 4 integration,
 - code review.

Dec 2016 – **Teacher**.

- Present Technosphere, <https://sphere.mail.ru> – 2 years education program in computer science. Introduction to data analysis course <https://sphere.mail.ru/curriculum/program/discipline/66/>. Introduction to Java.

Moscow – Russia

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Sportmaster

Mar 2014 – **Senior Software Developer.**

Mar 2015 <http://www.sportmaster.ru> e-commerce platform. Java stack.

Responsibilities:

- performance, stability and architecture improvement in multithreaded environment,
- persistent client cart developing,
- highload web services developing,
- human-readable url service developing,
- NoSQL data structure optimizing.

Achievements:

Stable site and WS performance at over 5 mil unique users a day.

Client cart architecture adopted for implementing recommendation services.

ZDTech, LLC

Nov 2012 – **Senior Java Developer.**

Mar 2014 UMEN project – high performance platform for realtime crowd dynamics analysis. Java stack.

Responsibilities:

- architecture and performance improvement,
- scalable algorithms and data structures design (graph mostly),
- code review and scrum lead,
- implementation launch configurations via Eclipse RCP (statistics, benchmarking, complex tests of releases).

Achievements:

Developed scalable multi-threaded genetic algorithms for path-find problems.

Developed scalable application which could analyse over 1 million people acting together.

Introduced our solutions on COMOD scientific conference in St. Petersburg and Ukraine scientific conference in Rivne.

Patent #2013618329.

Nov 2011 – **Java Developer.**

Nov 2012 UMEN project – high performance platform for realtime crowd dynamics analysis. Java stack.

Responsibilities:

- Java and Groovy development,
- scalable algorithms and data structures design (graph mostly).

Achievements:

Developed application from basic architecture to first commercial product version.

Developed statistics and logging analysis modules.

NIIAS, OJSC

Dec 2010 – **Junior Java Developer.**

Nov 2011 Sochi-2014 Crowd Modelling project – realtime crowd dynamics analysis application. Java stack.

Responsibilities:

- Java / C++ and Python development,
- junit and integration testing.

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