

Skills:

Development principles: TDD, Clean architecture, MVC, ECS

Languages: Go, Lua, PHP, TypeScript/JavaScript, SQL

Databases: Postgresql, Redis, Tarantool, Clickhouse, Etcd

CI/CD: GitlabCI, Docker, Kubernetes

Knowledge:

- Data structures and algorithms
- End-to-end system development lifecycle (from specification to production)
- Code-centric development through tests (unit/integration)

Experience:

Go Developer at Sudo team

Nov 2018 - Apr 2019

Architecture building and microservice development for Nanopool mining pool.

Achievements:

- Monorepo for microservices, common modules and tests
- CI with unit and integration testing, benchmarks and lint tools
- Dynamic configs and service discovery through Etcd in Docker Swarm environment
- Dynamic entities searching criteria creation through GRPC

Team Lead at DevJS

Aug 2017 - Aug 2018

Architecture building and development of application's core business logic, configuring CI/CD, code review, developers team management (2-5 devs).

Achievements:

- Bank statements import system in any format
- Automatic account book
- Tax return generating system
- Dynamic prices with certain rules
- Helpdesk integration (Zammad)
- Google services integration (Calendar, Vision)

Fullstack developer at MediaConnect

Jan 2017 - May 2017

System's modules development, code refactoring.

Achievements:

- ABBYY OCR data processing with term position visualisation
- Interactive tables with specific data, order and viewing rules

Fullstack developer at Altay Tire Plant

Jun 2016 - Dec 2016

Web development.

Achievements:

- Price formation with integration of third party delivery companies
- Interactive b2b clients presentation
- Server optimization

Fullstack developer at Webkot

Feb 2015 - Aug 2015

Web development.

Achievements:

- Solar system layout with navigation and descriptions (WebGL)