



Eugene B.

Senior Golang Developer



Professional summary

AWS Certified Senior Golang developer with strong analytical skills and demonstrated history of working in the computer software industry. Has experience in roles of Java Team Lead and Chief Software Architect. Strong engineering professional with MBA degree, possessing excellent technical skills and understanding of business goals of a Client. Passionate and rapid learner. Curious about new technologies in the field.

Education	Moscow State Technical University n.a. Bauman – Master of Science Degree, Computer Science MBS – Master of Business Administration (MBA), 2012
Certificates	AWS Certified Developer , Udemy, Apr. 2017 AWS Serverless APIs&Apps – A Complete Introduction, Udemy, Aug. 2017
Skills	Golang, Java, C# AWS (Lambda, EC2, RDS, S3, SNS, SQS, IAM, EKS, DynamoDB) JS, AngularJS, React Oracle, SQL, NoSQL, MS SQL, MongoDB, Neo4j Docker Kubernetes Gitlab RabbitMQ, IBM WebSphere MQ, eXtreme Scale, Data Power, GridGain Redis Linux

	MTS Group
Project	Project connected with automation of serials production system for MTS Media - the leading telecommunications group in Russia.
Period	Jan 2019 - now
Role	Senior Golang Developer
Technologies	Golang, Gitlab, MongoDB, RabbitMQ, Redis, S3, Kubernetes, SSO, Key Cloak, Consul, Load Balancing, EBS, ELK, Prometheus

Responsibilities

- Development of a movies production system;
- Uploading of dailies, scenarios and other materials, needed for film creation;
- Project management, including authentication according to roles model, implementation of workflows (approvements, chat, sending master files to protected storage);
- Working on tasks such as sending notification to email when new partner registered in the system using predesigned HTML template, filling with actual information;
- Optimising transcoder workload since it took too many resources according to DevOps reports (created limited workpool and queue);
- Creating trace reporting for FileManager API using previously installed Sentry server;
- Limiting number of audit records exported to Excel to 1M if it exceeds for Audit API.

	Aurea Software
Project	Static analyzer system development for British Airways, PayPal, RedKnee etc.
Period	Mar 2017 - Dec 2018
Role	Chief Software Architect
Technologies	Java, AWS (Lambda, EC2, RDS, S3, SNS, SQS, IAM, EKS, DynamoDB), Docker, Kubernetes, Spring, Neo4j, React technology stack
Responsibilities	
<ul style="list-style-type: none">• Providing expertise in offering technical solutions and decisions for business needs;• Evaluation of features complexity and scopes;• Evaluation of existing solutions;• Supervision on IT systems quality and effectiveness;• Standardization of software development and operations processes;• Organising container-based continuous delivery in highly scalable microservices architectures.	

Project	Sberbank-Technology
	Sberbank-Technology is a subsidiary of Sberbank – the leading bank in Russia. There were multiple projects aimed at maintenance of the Sberbank IT systems.
Period	Apr 2015 - Mar 2017
Role	Software Development Lead
Technologies	Java EE, XML Stack, Oracle Database, MS SQL Server, IBM WebSphere MQ, eXtreme Scale, Datapower, GridGain, Private Cloud

Responsibilities

- Development of backend software;
- Supervision of up to 15 developers;
- Design of architecture;
- Implementation of CI/CD;
- Coordination with other teams in the development of server application in a highly loaded enterprise environment;
- Integration over 200 bank IT systems via ESB;
- New features development;
- Fixing bugs;
- Code review.

Unity of Engineers

Project

Automation of documents workflow (ECM) for a company like IEEE but local for Russia, creation of construction industry standards.

Period

Jan 2013 - Apr 2015

Role

Senior Software Developer

Technologies

Java, Spring, Hibernate, FreeMarker, JSON, JS, CSS, HTML

Responsibilities

- Development of backend software;
- Business Processes automation;
- Development and integration of Alfresco based ECM;
- Development of Java Spring framework based solution;
- Covering by tests;
- Code review.

Project	SIMTT
	Unity3D industrial simulators production
Period	Jan 2012 - Jan 2013
Role	Software Developer
Technologies	C#
Responsibilities	
<ul style="list-style-type: none">• Modelling in Unity 3D system;• Simulation of construction machines for drivers training;• Made decisions about new features and whether it needed or not for customer;• Delivering the quality products to customer;• Using the best approaches in software development;• Troubleshooting;• Bugs-fixing.	