Rovnyi Andrei

Male, 35 years, born on 4 July 1989

+7 (985) 0846060 — Russia
contact@ravy.pro — preferred means of communication
Skype: roviyandrew
LinkedIn: https://www.linkedin.com/in/rovniy/
Another site: https://ravy.pro

Reside in: Moscow
Citizenship: Russia, work permit at: Russia, Montenegro
Ready to relocate: Australia, Great Britain, Germany, Canada, USA, Thailand, Montenegro
, ready for business trips

Desired position and salary

Principal Software developer

Specializations:
— Programmer, developer
— Development team leader
— Chief technical officer (CTO)

Employment: full time, part time
Work schedule: full day, shift schedule, flexible schedule, remote working
Desired travel time to work: less than hour

Work experience — 13 years 1 month

January 2023 — till now
2 years 6 months

Gaijin Entertainment

Hungary, gaijinent.com

IT, System Integration, Internet
• Internet Company (Search Engines, Payment Systems, Social Networks, Information and Educational, Entertainment Resources, Website Promotion etc.)
• Software Development

Lead full-stack developer

Gaijin is an independent European video game developer and publisher established in 2002. It has offices in Germany, Cyprus, Hungary, Latvia, UAE and Armenia. Our HQ in Budapest is our main development hub with almost a hundred of highly professional developers working on online games for PC and consoles.

=== Core achievements ===

- Participation in the development of the mobile game "War Thunder mobile" as a UI development lead;
- Development of services for operating data with the game "War Thunder Mobile";
- Development of web sites and services for the WTM game;
- Successful launch and release of the game and web services for the WTM game;
- Management and integration of workflows for a Web development team of 30 people;

=== Responsibilities ===

1. Development:

- Development of game interfaces;

- Development of internal data management services;
- Creation and development of a UI kit for Web services;
- Participation in the development of Web sites and services;

2. Team management:

- Process management of the SRE command
- Built a strategy for hiring employees in the department based on the requirements of the business;
- Is engaged in the formation of individual requirements for candidates, conducting interviews and hiring employees;
- Built individual programs of support and development of employees;
- Set and helped to fulfill the quarterly and annual goals of employees, held 1to1 meetings;
- Organized conferences and team-building activities;

=== Technical Stack ===

- Javascript, Typescript, jQuery, Vue.js, CoffeeScript;
- PHP;
- Golang;
- C++;
- Squirrel, DaScript, DaGui;
- Python 2, 3;
- NodeJs;
- Git (Gerrit), Svn;

May 2020 —
December 2022
2 years 8 months

Elo.pub LLC
Malta, elo.pub

IT, System Integration, Internet
- • Internet Company (Search Engines, Payment Systems, Social Networks, Information and Educational, Entertainment Resources, Website Promotion etc.)
- • Software Development
- • System Integration, Technological and Business Processes Automation, IT Consulting

CTO \ Founder

Elo.pub is a new generation esports platform for players of any level. The application allows you to organize automatic CS:GO tournaments. The platform developed like SASS allows the b2b sector to conduct events on its own behalf, closing marketing within itself.

=== Core achievements ===

- I am a co-CEO, co-Founder of project;
- Attracted investments from Russia, the UK and the UAE and created a company worth $ 10 million from scratch;
- Assembled an effective development, design and testing team, which was able to do in 4 months what competitors took many years to do;
- Built-in seamless development processes that allow you to quickly integrate new features, even for beginners;
- Developed a methodology for creating a team based on the values of the team and mutual assistance;
- Led a team of more than 40 people in various fields, from development and testing to SMM and marketing;

=== Responsibilities ===

1. Team management:

- Teams have been formed to develop the interface, backend, desktop applications, support and marketing;
- Is engaged in the formation of individual requirements for candidates, conducting interviews and hiring employees;
- Was engaged in the management of the organizational structure of subordinate units, the development of the organizational and staff structure in accordance with the business goals of the Company;
- I was constantly engaged in work on employee motivation, held collective and 1to1 meetings. Team building activities;
- Worked as a human resources manager.

2. Managing the stack of technical developments:

- Developed the architecture of a microservice application, like backend and frontend;
- A fully automated tournament system has been created;
- A unique selection of players has been developed, which takes into account the player's actions in the game, his performance and skills;
- Took an active part in the development of a client anti-cheat in the form of a desktop application;
- The architecture of micro-interfaces for building a high-load service in SSR-mode has been developed;
- Built a CI/CD system with zero downtime in a highly loaded project. RPS > 10,000 at peak;

3. Management of development processes:

- Carried out the decomposition of tasks, distributed and estimated labor costs, carried out control of their implementation, acceptance of results, code verification, deployment;
- Managed incidents and monitoring of indicators;
- Modern development methodologies have been created;
- Implemented development security methods;
- Development and control of metrics for tracking performance indicators and process efficiency

===Technical stack ===

1. Backend:

- JavaScript, Typescript (Moleculer.js);
- PostgreSQL (Knex.js , Objection.js), MongoDB (Mongoose), Redis;
- WebSocket, Server-sent Event (SSE);
- Python, Tesseract;
- C++;

2. Frontend:

- Javascript, Typescript;
- Vue.js , Nuxt.js (SSR mode);
- CSS / SASS;
- Webpack, Gulp;
- Storybook;
- Jest (Unit & e2e tests);

3. DevOps:

- AWS Services;
- Terraform;
- Kubernetes;
- NATS

=== End of story ===

I left the company after the end of the financial period. The company could not justify the expected business hypotheses and after that it was decided to liquidate the company.

Wargaming.net / COOO Гейм Стрим

Minsk, wargaming.com

IT, System Integration, Internet
    • System Integration, Technological and Business Processes Automation, IT Consulting

TeamLead / Lead Frontend Engineer

World of Tanks is an online multiplayer game entirely dedicated to armored vehicles of the mid-20th century. Players have the opportunity to fight shoulder to shoulder with fans of steel giants from all over the world, defending their claims to world tank domination.

=== Core achievements ===

- Under my leadership and my participation as a developer, a huge number of well-known features of the World Of Tanks game were successfully implemented, such as: Marathons, 10th Anniversary of WoT, Event Calendar, wheeled vehicles, TankRewards, New Year's activities, Halloween, Tank Football, Frontline, etc.;
- Organized the transition of the entire games for the new Coherent Gameface interface engine, developed a library of components for the new UI;
- Managed a team of 35+ developers, 4 teams of 8-10 people and 4 team leaders;

=== Responsibilities ===

1. Team management:

- Built a strategy for hiring employees in the department based on the requirements of the business;
- Is engaged in the formation of individual requirements for candidates, conducting interviews and hiring employees;
- Built individual programs of support and development of employees;
- Set and helped to fulfill the quarterly and annual goals of employees, held 1to1 meetings;
- Organized conferences and team-building activities;

2. Development:

- Development of the company's Web projects as a frontend developer;
- Participation in the development of the CoreX game engine;
- Development of a UI Kit for the new interface of the World of Tanks game series;
- Integration of Gameface visualization systems into the game engine;
- Development of VFX effects;
- Development of marketing landing pages with 3D effects;

3. Management of development processes:

- Carried out the decomposition of tasks, distributed and evaluated labor costs, monitored their implementation, acceptance of results, code review;
- Engaged in the integration of processes between the development, testing and deployment departments;
- Developed a system for evaluating employee productivity, increasing motivation, and solving crisis situations;

=== Technical Stack ===

- Javascript, Typescript, jQuery, Vue.js , React.js;
- Backbone;
- Storybook, UI-Kit;
- C++;
- C#;
- Python 2, 3;
- ActionScript 2.0;
- NodeJs;
- Coherent Gameface;
- Git, Svn;

=== End of story ===

The company intended to move to Lithuania due to political considerations. At that time, I was not ready to leave my native land and was forced to stay in Belarus. For myself, I considered this as an excuse to try to create my own product.

March 2018 —
January 2019
11 months

Play2live
Minsk, p2l.tv

IT, System Integration, Internet
 • Internet Company (Search Engines, Payment Systems, Social Networks, Information and Educational, Entertainment Resources, Website Promotion etc.)

Lead Frontend Engineer

Play2Live is a streaming service built on a blockchain based on ERC-20 (Ethereum) with the ability to offer viewers tasks for the streamer and place bets on the outcome of the quest.

=== Core achievements ===

- I participated in the creation of a project capable of withstanding colossal loads of tens of thousands of RPS in SSR mode and supporting hundreds of thousands of simultaneous viewers;
- I have developed things like an RTC video player, a chat for viewers with emoticon support and widget integration;
- I have developed more than 50 chat widgets based on user and streamer activities;

=== Responsibilities ===

- Development of the frontendt of the main project portal;
- Development of marketing landing pages;
- Creation of the concept of building a microservice frontend;
- Build a mobile app for Android and iOS;
- Maintenance of smart contracts for blockchain;
- Resource management of a team of 4 people;
- Development of a library for high-load interfaces (https://habr.com/ru/post/415401)

===Technical stack ===

- Javascript, Typescript;
- RPC 2.0, Websocket;
- Vue.js , Nuxt.js (SSR mode);
- CSS / Stylus;
- Webpack, Gulp, Grunt;
- Mocha for Unit tests;
- Tendermint

=== End of story ===

The project attracted $ 24 million at the start, but inept management managed to spend it in less than half a year. The company just ran out of money and the management dismissed more than 80 employees in one day.

<table>
<tr><td>March 2017 —
November 2017
9 months</td><td>

Kaskonomika Ltd.
Moscow, kaskonomika.ru
Financial Sector
   • Insurance, Reinsurance

Senior Frontend developer

- Development of an application for processing insurance policy online.
- Leadership department front-end development.
- Writing technical tasks for a group of backend developers. -- UI/UX design of projects from scratch.
- Analysis and processing of existing interfaces.

A stack of technologies: HTML5, CSS3, JS, jQuery, AngularJS, NodeJS, WebPack, Gulp, Git, REST API, PhotoShop.

The reason for the search for a new job is the non-fulfillment of the obligations by the leadership, in accordance with the concluded contract
</td></tr>
</table>

March 2017 —
November 2017
9 months

Kaskonomika Ltd.
Moscow, kaskonomika.ru
Financial Sector
   • Insurance, Reinsurance

Senior Frontend developer

- Development of an application for processing insurance policy online.
- Leadership department front-end development.
- Writing technical tasks for a group of backend developers. -- UI/UX design of projects from scratch.
- Analysis and processing of existing interfaces.

A stack of technologies: HTML5, CSS3, JS, jQuery, AngularJS, NodeJS, WebPack, Gulp, Git, REST API, PhotoShop.

The reason for the search for a new job is the non-fulfillment of the obligations by the leadership, in accordance with the concluded contract

July 2016 — March
2017
9 months

StreamPub Ltd.
Moscow, streampub.net
Media, Marketing, Advertising, PR, Design, Production
   • Marketing, Advertising, Designer, Event and PR Agencies

Chief Technology Officer \ Co-Founder

- Product & business development
- Development of architecture and logic of the whole project from scratch
- Scaling the project, localization
- Design, development and testing of user interfaces
- Development of an administrative site panel
- UI \ UX design
- Writing widgets for third-party services
- Product development team management

A stack of technologies: HTML5, CSS3, JS, AngularJS, NodeJS, Websockets (Atmosphere), Gulp, Git, REST API, PhotoShop.

December 2015
— June 2016
7 months

Gamestars Ltd.
Moscow, gamestars.gg
IT, System Integration, Internet
   • Internet Company (Search Engines, Payment Systems, Social Networks, Information and Educational, Entertainment Resources, Website Promotion etc.)

Senior Frontend developer \ Co-Founder

- Development of architecture and logic of the project
- Scaling the project
- Design and development of user interfaces
- Development of the site interface, administrative panel
- UI \ UX design

A stack of technologies: HTML5, CSS3, JS, AngularJS, Websockets (Atmosphere), Gulp, Design.

Lombard #1 Ltd.

Krasnodar, lombard-1.com

Retail
  • Retail Chain (Jewelry)
  • Internet Store

Web Developer / CMO

Layout, design and development of corporate sites of the company. Their support is up to date. Creation of 3 information sites and an online store with integration with 1C "Enterprise 8" for unloading goods and synchronizing the number of sold and remaining goods in stores around the city and the edge.

During the work 4 information sites and 1 store were created. Each of the sites was promoted to 1-3 positions for key requests in the Krasnodar Territory. During the existence of the sites, their design was altered and brought into line with modern trends. The conversion of the site has grown from 0.4% to 2%, which is almost 5 times higher than the beginning of the work.

http://lombard-1.com

Reason for leaving: moving to Moscow for family reasons

Vector-Plus Ltd.

Krasnodar

Educational Institutions
  • Professional Development, Retraining
  • Business Education

The instructor of the course of web-programming and web-design

Private and group lessons on the improvement of professional skill of employees of firms in the field of web-programming and web-design. Teaching 3D modeling course (3D Studio MAX)

Reason for leaving: Closing of this direction in the company because of its unprofitability.

Videotehlogii Ltd.

Krasnodar, video23.ru

Electronics, Tool Engineering, Household Appliances, Computers and Office Equipment
  • Industrial, Domestic Electrical Appliances and Electronics (Promotion, Wholesale)
  • Industrial, Domestic Electrical Appliances and Electronics (Manufacturing)
Telecommunications, Communications
  • Satellite Communications
Business Services
  • Safety, Security

Marketing department head

Drawing up of advertising plans, development of the marketing component of the firm, search for new partners and sites for advertising.

Reason for leaving: Attempted to change the role.

Reklama DM Ltd.

Pavlovskaya

Media, Marketing, Advertising, PR, Design, Production
  • Production of Multimedia and Content, Editing
  • Publishing
  • Distribution of Multimedia and Printed Material
  • Production of Print Material
  • Marketing, Advertising, Designer, Event and PR Agencies

Head of design department

The whole range of printing products, the development of mock-ups of outdoor advertising, advertising structures. Development of innovative ways of advertising. Quality control of the production of promotional samples and finished materials. Management of the design department.

Reason for leaving: relocate to Krasnodar city

Education

Higher

2011	**Kuban State University, Krasnodar**
	Physico-technical faculty, Engineering in medico-biological practice

Professional development, courses

2020	**Management 101, Management 102**
	Wargaming LLC, Manager
2017	**Unity School**
	@Mail.ru, Unity Developer
2013	**iMarketing**
	Igor Mann, Marketer

Tests, examinations

2020	**Wargaming**
	Wargaming, Management 101, 102
2020	**Wargaming**
	Wargaming, Target Selection: Interviewer

Skills

Languages

Russian — Native
English — C1 — Advanced
German — A1 — Basic

Skills

HTML5　CSS3　Node.js　WebSockets API　UI / UX Design　Vue.js　Blockchain　WebWorkers　Atlassian Jira　Sass　Nuxt.js　Gulp, Grunt, Webpack　Figma　Atlassian　Moleculer.js　JavaScript　TypeScript　C++　C#　Unity　React　Git　SVN　3D　SQL　MongoDB　Business Management　Career Management

Driving experience

Own car
Driver's license category B, C

Further information

Recommendations	**StreamPub Ltd** Olga Karyakina (CEO / Business Developer)
	GameStars.gg / StreamPub Ltd Artur Avakyan (Business Developer)
	Play2Live Vlad Arbatov (CTO)
	Wargaming LLC Alexander Popitich (Head of departament)
	Mediasoft team Sergey Poluektov (CEO)

About me

I have a wide range of skills and abilities, backed up by the result both in the role of manager and software developer.

I am always looking for new ideas, solutions and strategies. Try yourself in various fields of activity, trying to understand related areas of the profession in order to better understand the essence of business. I create startups, participate in the expert evaluation of companies.

In my free time I am engaged in game development. My latest project is Egocentrism, a game nominee for the GDWC 2021 award. You can find out more here: https://ravy.pro/blogs/roadmap-for-creating-tiny-boo-homecoming

In 2022, created the game studio "XPLOIT", which is currently developing a mobile adventure game "Tiny Boo: Homecoming". You can find out more here: https://tinyboohomecoming.com

Develop an mobile idle Telegram game: https://ravy.pro/blogs/idled-survival

I have some own public JS libraries like this:
- https://www.npmjs.com/package/tabs-broadcast

===
The preferred method of communication is Telegram: @xploitravy