

Buravov Alexey

Senior Software Engineer



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Backend developer writing on Go (4 years, overall experience is 7+ years) using gin, gorm, PostgreSQL, Redis. Experience in gamedev (Unity, Unreal Engine), C# (.NET), Python, Java, Camunda BPM. Learning AWS. Some experience of team leadership, mentoring, developing pet projects and startups. Also have education on project management.

Experience

IntellectoKids | Senior Backend Developer

January 2023 - present

- Developing backend billing services on Go using AWS
- Refactoring

TalentTech | Senior Backend Developer - Onboarding Team

December 2021 - December 2022

- Developing backend application on Go using GRPC, PostgreSQL, Redis
- Work on API V2 rewriting, integrating external applications

Halyk Bank | Senior Backend Developer - BPM Department

August 2019 - December 2021, Almaty, Kazakhstan

- Developed microservices on Go (Gin, Gorm) and C# with PostgreSQL and Redis
- Working with open-source BPM-engine Camunda creating bpmn-schemes, writing node scripts on JavaScripts, releasing new schemes, fixing bugs
- Design and development of BPM-project - United Non Credit (opening combo of banking products in bank's branches)
- Successfully finished integration with National Pension Fund (ENPF) on project to allow withdrawal from the fund for housing purposes of clients
- Provided onboarding for junior-developers
- Participated in learning project between bank and IITU university (creating application questions, lectures and practical tasks for initial version of course, reading lectures, checking homeworks)
- Wrote articles and documentation for internal wiki, provided code-review

Samgau | Backend Developer

April 2019 - July 2019, Almaty, Kazakhstan

- Developed backend services on C# (.NET.Core) with PostgreSQL
- Participated in the development and support of the Almaty-KSK portal for the integration of residents, KSK and city administration into a single system.
- Developed Telegram-bots for integration with backend-services

Switching from gamedev/VR to backend web development...

SoftLink | Unity Developer / Teamlead

May 2018 - March 2019, Almaty, Kazakhstan

- Used Unity (C#), Python (Sanic), PostgreSQL
- Developed a set of VR applications for EXPO-2018 event.
- Developed mobile AR applications: BCC AR, Uchet.kz.
- Developed KazPost VR application with the ability to make calls via WebRTC (analogue of the Call Center, backend written by me on Python).
- Got promotion to teamlead (team of 3-5 developers).

Gamestudio316 | Game developer

January 2017 - April 2018, Almaty, Kazakhstan

- Used Unity (C#), Java (Netty), PostgreSQL
- Developed cross-platform (iOS, Android) client app of the online Azi Card Game.
- Migrated the server side from PHP (Yii) to Java (Netty).
- Released several mobile games to Google Play, App Store.

Singularity Lab | Game/VR developer

October 2015 – December 2016, Almaty, Kazakhstan

- Used Unity (C#), Unreal Engine (Blueprint, C++)
- Developed modules and components for the EmbaMunayGas interactive museum..
- Participated in the development of a VR games released on Steam: Machine Learning Episode One, JetX VR.

Education

International University of Information Technologies | Master in Computer Science

September 2020 - June 2022, Almaty, Kazakhstan

International University of Information Technologies | Master in Project Management

September 2018 - June 2020, Almaty, Kazakhstan

Almaty University of Power Engineering and Telecommunications | Bachelor in Space Engineering

September 2013 - May 2017, Almaty, Kazakhstan

Languages

Russian - Native

English - B1

Kazakh - A1

Awards

Best Employee of 2020 (IT-block) from Halyk Bank

Examples of code

- <https://github.com/nightlord189/docklogkeeper> - simple Docker logs viewer
- <https://github.com/nightlord189/tcp-pow-go> - implementation of Proof of Work DDoS protection written on Golang
- <https://github.com/nightlord189/remindmenow> - reminder service