Buravov Alexey
Senior Software Engineer

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Site: https://tinygreencat.dev

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 new features and supporting backend of IntellectoKids learning projects.

TalentTech | Senior Backend Developer - Onboarding Team
December 2021 - December 2022
- Developed an integration between TT.Adaptation and Potok.io.
- Initiated work of rewriting legacy code to the V2 version.

Halyk Bank | Senior Backend Developer - BPM Department
August 2019 - December 2021, Almaty, Kazakhstan
- Designed architecture and developed United Non Credit BPM process.
- Developed integration with National Pension Fund (ENPF) allowing withdrawal from the fund for housing purposes of clients.
- Initiated a learning project between bank and IITU university (created application questions, lectures and practical tasks for initial version of course, read lectures, checked homeworks).

Samgau | Backend Developer
April 2019 - July 2019, Almaty, Kazakhstan
- Solved a few important bugs in AlmatyKSK web application.
- Developed Telegram bots for integration with Almaty-KSK and for President elections.

Switching from gamedev/VR to backend web development…

SoftLink | Unity Developer / Teamlead
May 2018 - March 2019, Almaty, Kazakhstan
- Developed a set of VR applications for EXPO-2018.
- Developed mobile AR applications: Bank CenterCredit AR, Uchet.KZ, and KazPost VR application with the ability to make calls via WebRTC.
- Had been promoted to TeamLead position (3 people team).

Gamestudio316 | Game developer
January 2017 - April 2018, Almaty, Kazakhstan
- Developed full client side of the multiplayer card game Azi World Club.
- Migrated the server side from PHP (Yii) to Java (Netty), was actively engaged in support.
- Released several mobile games to Google Play, App Store.

Singularity Lab | Game/VR developer
October 2015 – December 2016, Almaty, Kazakhstan
- Developed two modules for interactive VR museum, including client side and dynamic library loading.
- Developed game logic of the "Machine Learning Episode One" VR game and published it in Steam.
- Created flying and viewing parts of the "JetX" VR game.

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/ca-url-shortener - url shortener example