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Aliaksei Yaletski (Alex)

Expected positions: CTO, Tech/Team Lead, R&D

Actual version: tiendil.org/en/cv

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Summary

- Fifteen years in software development, 13 in gamedev, 9 in top gamedev companies.
- Specialize in solving non-standard tasks, fixing code & architecture, backend development.
- Fast learner. Not tied to specific technologies. Could easily switch to the most suitable for a project.
- Familiar with roles besides "developer" and ready to fulfill them.
- Operating my own experimental open-source MMO game — [The Tale](#) (Russian).
- Write essays about books, technologies, and thinking techniques in the [blog](#) (Russian).
- Interest in systems engineering, AI, code analysis, procedural content generation, game design.

Skills

Programming languages: Python, JavaScript, C++, C

Databases and similar soft: PostgreSQL, MySQL, Redis, Graphite, Prometheus, BigQuery, RabbitMQ

Libraries, frameworks: Django, Twisted, FastAPI, AIOHTTP, jQuery, Vue.js, Ansible, Keras, TensorFlow

Infrastructure: Linux, Docker, Vagrant, Git, Subversion, Jupyter, Jira, Confluence, GitHub, GitLab, Jenkins

Other: algorithmic base, business analysis, technical writing, devops

Languages: English, Russian, Belarusian

Code examples

Smart Imports: github.com/tiendil/smart-imports

Automatically discovers & imports entities used in the currently imported Python module.

The Tale: github.com/the-tale/the-tale

Browser-based text (Russian) MMO. Big old project, which I have been developing since 2012.

Work

2019-2021

Self-employed

Knowledge formalization. Studied, prototyped, worked on hobby projects.

Technologies: Python, Julia, web development, gamedev, deep learning

- You can find the full report in the blog: tiendil.org/sabbatical-2019-2021 (Russian).
- Publish more than 100 essays about technologies, game design, thinking. Total size greater than first Harry Potter novel.

2017-2019

[Melsoft Games](#)

Tech Lead

Mobile game [My Cafe](#). More than 50M installs in Google Play as of September 2021.

Was responsible for the code and architecture of services. Adapted old code for the growing load. Was consulting colleagues on architecture and algorithm design questions.

Technologies: Linux (Ubuntu), Python, Twisted, Django, PostgreSQL, Redis, Graphite, Prometheus, Grafana, Ansible, Docker

- In 2019 servers were holding 1.5M RPM.
- Developed scalable profiles sharding, which in order of magnitude reduced the load on the database.
- Stabilized server-side payments logic.
- ASAP developed the GDPR law support service.
- Adapted server-side logic to China requirements.
- Introduced the practice of writing unit tests.
- Together with the analyst, we set up the marketing campaigns system and developed the A/B tests system.
- QAs were grateful for the quality of my comments on the tasks.

<p>2015-2017 Melsoft Games Team/Tech Lead</p>	<p>Mobile game Toy Defense 1, 2, 3 Was responsible for all server-side of product. Was consulting colleagues on infrastructure, architecture, and algorithms questions. Technologies: Linux (Ubuntu), Python, Twisted, Django, MySQL, Redis, Fabric, Graphite, Grafana</p> <ul style="list-style-type: none"> • Returned server in a state suited to operation. • Developed the payment service, which was also integrated into another product. • Implemented automated testing, provisioning, deployment, continuous delivery. • Actualized technologies, implemented metrics collection, switched the project to git & git-flow. • Together with the analyst, we developed statistics collections and the marketing campaigns system. • Prepared the project for decommissioning.
<p>2012-2015 The Tale Co-Founder Product Manager Developer Game Designer Community Manager</p>	<p>Text-based MMO "The Tale" Assembled a team. Developed own product from scratch. Went all the way from prototyping to release and maintenance. Technologies: Linux (Ubuntu), Python, JavaScript, PostgreSQL, Redis, RabbitMQ, Django, jQuery</p> <ul style="list-style-type: none"> • Developed advanced procedural generation of Russian text (probably, best), quests, world map. • Implemented quality control through full automatic testing. • Organized a team of volunteers who helped in the development and support of the game. • Project is open source: github.com/the-tale • Game statistics are open too: the-tale.org/statistics
<p>2010-2012 Wargaming Senior Developer</p>	<p>Web portal World of Tanks, meta-game "Clan Wars" With the team, completely switched the technology stack and developed the portal for one of the most successful online games: registration, players & clans profiles, clans management, statistics, ratings, tournaments, the meta-game for clans, news, i18n, etc. Technologies: Linux (CentOS), Python, JavaScript, PostgreSQL, Memcached, RabbitMQ, Django, jQuery</p> <ul style="list-style-type: none"> • Switched from client-side C++ to web development on Python in 2 months. • Implemented players & clans profiles, clans management, ratings, etc. • Together with the colleague, we designed and implemented GUI for "Clan Wars". • Designed requirements for captcha and passwords quality checks and implemented them. • In 2012 was responsible for the code of the entire portal.
<p>2009-2010 Wargaming Middle Developer</p>	<p>Real-time strategy game Order of War Optimized code, developed game logic, GUI. Technologies: Windows, C++, internal game engine</p> <ul style="list-style-type: none"> • During the trial period, accelerated the processing cycle of commands for changing the state of the graphics subsystem by two times. • Developed a friendly and stable GUI for managing unit formations. The game was released on CDs, and stability was essential.
<p>2008-2009 ltransition Middle Developer</p>	<p>Automated migration of Linux systems from physical machines to VMs. Implemented automatic configuration of the virtual hardware according to the specs of the physical hardware. Technologies: Linux, Perl, C, Xen, VMWare</p> <ul style="list-style-type: none"> • Introduced the test automation practices.
<p>2007-2008 ltransition Junior Developer</p>	<p>GUI of VoIP telephone Technologies: Windows, C++, wxWidgets</p>

Education

2004-2009 — Specialist (equivalent to an MSc), Systems Engineering

Belarusian State University of Informatics and Radioelectronics

Department of Artificial Intelligence, Faculty of Information Technologies and Control

Achievements

- [Arctic Code Vault Contributor](#) on Github.
- Second diploma (3rd place) in the $\frac{1}{4}$ final of ACM Western Subregion 2006.

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