

# YAROSLAV TKACHENKO

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## Skills

Highly scalable and available service-oriented applications with **Scala**, **Java**, **Python** and **Node.js** stacks. Everything between API and infrastructure levels: starting from basic modelling and design, Domain-Driven back-end implementation (functional, OOP, actors), messaging, caching, async jobs, persistence with RDBMS and NoSQL, etc. to complex stateful cluster services, microservices, event sourcing and stream processing.

Reliable reproducible **infrastructure-as-code** and **automation**. **Containers**. Twelve-Factor App adoration and **DevOps** excellence. Test automation junky.

## Experience

### **Demonware (Activision Blizzard)**

**Senior Software Engineer** / May 2017 - Present / Vancouver, Canada

Building and supporting large-scale data pipeline (Kafka) for Activision games (primarily Call of Duty). Working on the pipeline infrastructure (Docker, Ansible, Terraform, AWS and on-premises) and various related services (Python, Java).

### **Mobify**

**Senior Software Engineer, Lead** / November 2016 - May 2017 / Vancouver, Canada

Led the new Platform team, responsible for core Platform services like demo environments, content delivery, platform generator, location services and more. Heavily used Node.js, Python, Redis, Docker, AWS and Heroku.

Tried to invert the Conway's law and build unified Platform from a set of diverse products.

Designed and implemented first AMP (Accelerated Mobile Pages) prototype (ES6, Node.js, Redis).

Worked on the realtime analytics pipeline (Scala, Kafka, Flink) and Progressive Mobile SDK (ES6, React).

### **Bench Accounting**

**Director of Engineering** / October 2015 - October 2016 / Vancouver, Canada

**Engineering Lead** / April 2014 - September 2015 / Vancouver, Canada

**Software Engineer** / September 2011 - March 2014 / Omsk, Russia (Remote) -> Vancouver, Canada

Worked on a front-end and UI first year, rewriting multiple single page web apps, then focused more on API, back-end of the core services and integrations. Finally, I was responsible for the whole Platform, including infrastructure work, DevOps tools and practices, core back-end services, integrations, microservices architecture and more.

I always cared a lot about the projects we develop and products we ship. Everything from tiny UI elements to code quality and team motivation. I quickly became a leader for many initiatives and was promoted to the Engineering Lead. As an example, I led the transition from Java monolith app to Scala microservices.

Main projects and achievements included:

- Rewriting front-end apps from tangled jQuery to CoffeeScript, Backbone.js and RequireJS
- RESTful HTTP API for client and financial data (Scala/Jersey), as well as various APIs for other services and integrations (Scala/Spray)
- Core financial model design and implementation (Java/Spring, MySQL/Hibernate)
- Billing/subscriptions functionality via integration with Stripe (Java/Spring)
- Highly-available J2EE/Tomcat setup with zero-downtime deployment
- Scala/Akka microservice template, supporting tooling and libraries. Now it's used for 10+ services
- Realtime eventing infrastructure that powers all notifications and chat messages (Scala/Akka, ActiveMQ/Camel, Postgres)
- Various integrations including Salesforce, Zuora, FileThis, etc. (Scala/Akka)
- Parsers/scrapers for multiple financial institutions (Scala)
- End-to-end testing for the whole system (Selenium/Java and Intern.js/CoffeeScript later)
- Creating reproducible infrastructure environments for the microservices architecture (Ansible, AWS CloudFormation)
- Highly-available and auto-scalable set of microservices with zero-downtime deployment, unified monitoring and logging (Docker, AWS Elastic Beanstalk, Ansible, Jenkins, Datadog, Splunk)

I continued to improve not only our codebase and quality standards, but a lot of processes like project management, onboarding experience and education. In my role as a Director of Engineering I was responsible for managing multiple teams, working on Platform, infrastructure, API and integrations, as well as participating in technical discussions, contributing to architecture and mentoring. Still, my sleeves were always rolled up and I was helping teams with regular tasks all the time.

## **Purebulk**

**Senior Web Developer** / March 2010 - July 2011 / Omsk, Russia (Remote)

Big e-commerce website (up to 20k+ active users daily), responsibilities included:

- Maintenance and feature development (full-stack), including catalog and shopping cart optimizations, custom admin UI, performance optimizations and more
- Implementation of a special shipping module based on a packing optimization algorithm
- Heavy front-end development using various JS frameworks
- Zencart -> Magento migration

## **Freelance & Digital Agencies**

**Web Developer** / January 2007 - February 2010 / Omsk, Russia

Full-stack web development for various clients.

## **Education**

### **Omsk State Technical University**

2007 - 2012 / Omsk, Russia

Master's Degree, Software Engineering and System Analysis.