



Igor Korsakov

Software Engineer

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Keywords for recruiters

PHP, MySQL, Percona, Replication, Sharding, Memcache, Nginx, Linux, Nodejs, NPM, CI, CircleCI/Jenkins, High load, High availability, DevOps, AWS, Heroku, Redis, Pikachu, Couchdb, Couchbase, Pouchdb, Mongoddb, Rabbitmq, PubSub, TCP/IP, Lucene/Solr, Statsd, Graphite/Grafana, Zabbix, Git, PHPUnit, Codeception, Codeceptjs, Nightmarejs, Chrome web driver, Selenium, TDD, XP, Docker, Packer, Vagrant, ZF 1/2, Yii, Symfony, Slim, Charizard, Composer, Php7, Reactphp, CoronaSDK, Lua, Eevee, Phonegap/Cordova, Electron, Chrome extensions, bitcoin, blockchain, smart contracts, solidity, dapp, FBL/LUN, DKIM, POP3, SMTP

POSITION

Web developer, tech lead. High load, high availability. Blockchain/cryptocurrency consultant.

EDUCATION

Higher education: NTUU «KPI», Radio Technical Faculty (bachelor in radio-engineering) | 2004 – 2008

PROFESSIONAL EXPERIENCE

Backend developer | Badoo (London, UK)

November 2017 – now

Solidity/Blockchain/SmartContracts developer | **freelance**

June 2017 – now

Writing smart contracts, consulting companies and helping launch ICO.

Software Architect, founding team member | Terminal 1 Ltd (Hong-Kong)

Aug 2016 – Aug 2017

As a founding team member in startup I had to wear many hats. I was setting up tech infrastructure, working on our product (from technology side and from product side). Participated in setting up business operations. Being in HR tech startup I also had to interview candidates a lot, assess their code and pitch our clients who we represented. I was doing lots of code reviews, designing API and data schemes, making releases to production, covering it with tests etc etc.

From technology side we used Javascript a lot (server side, and in our Chrome Browser extension, which is a part of our product); Couchdb as database; deployed to Heroku; logged messages to Elastic; Kibana analytics

Senior Software Engineer | Home24 AG (Berlin, Germany)

Feb 2016 – Aug 2016

Major EU e-commerce, Rocket Internet portfolio company.

I was working in web-shop team, handling everything related to the website itself, managing php/nodejs microservices on AWS, MySQL database etc etc.

Senior PHP Software Engineer | Upforit Networks / Together Networks (ex-Cupid PLC; Kiev, Ukraine)

July 2012 – Jan 2016

I took over one of the subsystems (mailing subsystem) as a teamleader. I was doing maintenance, development, etc. Releasing code on production, monitoring. At peak system was sending 20 millions of emails daily, and was served by dozen of servers. I found out a lot about how mailing for high scale projects works: FBL, LUN, DKIM, soft/hard bounces, ip certification, whitelisting/blacklisting, spamtraps etc.

When our company grew from 50 people to around 200 people, we decided that we need improved hiring process, HR branding, personnel retention etc. So I created onboarding process, which involved lectures to newcomers, strict TODO for their first days, review of their first tickets etc. I called that "onboarding coaching". Generally, we improved quality of our new hires and overall climate in tech teams.

Among that, I was periodically doing internal lectures (with slides!) in company's lecture room. My favorites are "How our %project_name% works?" and "How Bitcoin works?". Average attendance ~60 people.

Biggest challenge was taking over 10 years old php codebase, and actually investigating how it works with no one to guide me. With that kind of high load with 100+ million record tables and complex cluster configuration, different issues constantly arose, that needed to be solved instantly due to high importance of the subsystem for business.

Senior Software Engineer | GameTheorem (South Africa; Mauritius office)

May 2011 – June 2012

Working on the middle tier application layer for Mobile Casino. Among customers – MTN (largest South Africa mobile network provider)

Part of the time I was working on the middle-tier application level. This involved zero work with SQL queries or other Oracle database insides, instead I was building intermediate layer between clients and backend. As part of that efforts, I was covering most of the code (including already written) with unit tests, and applying TDD where possible to ensure stability and confidence. This was a solo job.

Being a senior developer, I was left without tight management and able to work on my own where necessary.

Rest of the time, on my own initiative I've put a small team and we were building iPhone/Android/Blackberry application using Phonegap & jQTouch, which was a front-tier client of our system. Eventually, this became one of the main products company has to offer.

PHP Web-dev team leader | [MasterSystems aka Globaltech \(Kiev, Ukraine\)](#)

September 2009 – May 2011

As a team leader, my role was team management (rest of the team was: html coder, 2 middle php developers, tester), communication with requestors; control over development process, architect of key points of application, code reviews; responsibility for testing of newly developed features, releases on production; maintaining production servers cluster (we had a dozen in several datacenters in Europe and US); as well as monthly planning & monthly results reports.

Our project was a TDS (traffic direction system) and internal banner system. We handled more than 10 million impressions daily.

My biggest achievement on this position was: actually put a newly formed team together. Improve the quality of releases, implement new (for the company and myself) development methodology – XP and prove it worthy. Also, I appeared to be able to handle excessive stress and pressure as the above management was harsh, and stability & uptime of our system was crucial for business profitability (even hour downtime of the system could result in serious financial losses).

Web-developer | [Seo-studio.com.ua \(Kiev, Ukraine\)](#)

April 2009 – September 2009

Developing own CMS (php5, mysql5, jQuery) for use in web-studio customers' sites.

Web-developer | [e-store Matrix.UA \(Kiev, Ukraine\)](#)

January 2009 – April 2009

Upgrading site engine, adding features (php + mysql + js); making new analytical tools, pricelists parsing and analysis (XML, jQuery, php 5, highly optimized MySQL 5)

Web-developer | [web-dev department of GridinSoft \(Kiev, Ukraine\)](#)

June 2008 – January 2009

Development of complicated CMS (projecting, DB design, programming; Web 2.0 , AJAX; php + MySQL + JavaScript framework jQuery)

Web-developer | [online store Eurocomfort \(Kiev, Ukraine\)](#)

October 2007 – June 2008

Development of the design sketch, basic html layout, engine development (PHP + Perl + JavaScript + MySQL)

ADDITIONAL

Good English, German – beginner
Cryptocurrency enthusiast

Good understanding of TCP/IP and insides of Internet network

Web-hacking (defacing, exploits, bruteforce)

Working knowledge of Phonegap (jQuery) & Corona SDK (Lua); iPhone & Android development as hobby

Electron apps

Chrome Browser extensions

Object Pascal; C/C++; Win32 Asm; RISC Asm (microcontrollers) (when I was a kid)

Experience in developing client-server applications under Win32, understanding of TCP/IP

Experience with Win32 Asm, WinAPI, reverse-engineering, cracking, debugging & disassembling (Softice, IDA etc)

ABOUT ME

I became very enthusiastic about programming since 8th form of school (year 2000, I was 14 years old). Started from Turbo Pascal, had special hankering after system programming. Later, had fun coding Trojans for school network using high-level programming language, and then – coding EXE PE viruses via Win32 Asm. Was doing microcontroller coding for fun (Microchip PIC mostly). Later on, I fell over cracking. In the early student years began practicing web-hacking, made defaces (year 2004). Started my career as a junior web-developer in 2007.

My hobbies are music, gym, console gaming.