

Andrey Morskov

Backend Developer / DevOps

 [LinkedIn](#) |  morskov.com |  accesssd@hey.com |  [GitHub](#) |  Helsinki, Finland

Skills

- Ruby | Ruby on Rails | RSpec | Python | Go | PHP | PostgreSQL | MySQL | Redis | RabbitMQ | Kafka
- AWS | GCP | CI/CD | Docker | Kubernetes | Ansible | Terraform | Prometheus | ELK | Grafana | Consul
- Backend | DevOps | API design | Microservices | Distributed Systems | Russian, English – *All professional proficiency or above*

Experience

Backend Developer/DevOps

[Para.co](#)

Remote

11/2022 - Current

- Writing an API (GraphQL, REST) and backend logic for the project <https://para.co>
- Integration of payment gateways Stripe, Paypal, Centrobill, Authorize.net, Tokenex / Adding subscriptions via Stripe and later via Centrobill
- Adding AI: chatbot, grouping of similar images, integration with OpenAI
- Deploy to Heroku, AWS, using Ansible and GitHub Actions

Backend Developer/DevOps/SRE

[HelloBaby](#) | [Donut Games](#) | [Moonly](#)

Remote

03/2017 - 08/2022

Worked on several startups from the same founders:

1. Mobile applications Hello Baby | Hello Belly | Daily Snap | Baby Tips

- Developed a backend for mobile applications and admin panels. Has written integrations with external services such as Amplitude, Adjust, AppsFlyer, Branch
- I wrote a service that implements shared subscriptions for several apps, used Kafka for this / Implemented A/B testing and sales analytics
- Made logging to Graylog / Collecting metrics and alerts in Prometheus / I made the infrastructure in Google Cloud using Ansible, Docker, and Kubernetes

2. Mobile game Donut Punks

- Create the deployment of all components for the backend of a mobile game with Ansible, Docker, and Terraform
- Setup PostgreSQL cluster with replication and automatic failover
- Made an admin panel in python + flask for deploying test servers / I wrote a microservice with a convenient admin panel for sending push notifications
- Deploy microservice infrastructure in GCP and AWS using Consul. For AWS described everything with Terraform / Created CDN with AWS for game resources. Automate Unity APK generation using Jenkins.

3. Mobile application Moonly

- I developed a backend for the Moonly mobile application and scaled it to handle 1K RPS
- API on Rails, admin panel for content management with ActiveAdmin, Sidekiq for asynchronous tasks
- Did A/B tests for push notifications. As a result, user retention was increased by 2% for a 7 days window
- Deploy applications to GCP using GitHub Actions, Ansible, and Docker Swarm

Software Engineer

[Servers.com](#)

Limassol, Cyprus

12/2014 - 08/2016

- Mostly I worked on zero-touch automatic provisioning for bare-metal servers
- Network automatic provisioning on Brocade VDX/ICX switches, particularly automatization of VXLAN provisioning
- Implementing a Firewall as a Service feature using Brocade vRouter
- I've made a deploy bot for Slack: <https://github.com/accesssd/slack-deploy-bot>
- Other things: Migration from legacy code. Worked on API for the js app. Many integrations with third-party services. Refactoring, Capistrano notifications to jabber, Errbit integration. Migrating deployment infrastructure from Capistrano to Ansible.

Fullstack Developer

[Evrone](#)

Remote

05/2012 - 12/2014

- Development from scratch project uptopromo.com
- Worked on billing, fin statistics, content analysis, and universal analyst entities in the form of **graphs**(dashboard)
- Preview emails with the ability to test messages, [application settings interface](#), editing content pages through the Mercury editor

Fullstack Developer

[Demis Group](#)

Tambov, Russia

10/2009 - 05/2012

- Develop SEO instruments and incorporate systems.
- Technologies: PHP (Yii, Zend frameworks), Ruby (Redmine extensions, integration with 1C), REST, XML-RPC, MySQL(tuning replication), frontend(javascript, jQuery)

Education

Bachelor's Degree

[Tambov State University](#)

08/2002 - 07/2007

- Applied Mathematics and Computer Science | As my graduation work I implemented [app for image compressing](#) using [SVD](#)