

Alexander Gusarov

Software Engineer — DevOps · Fullstack · GameDev

[Email](#) · [GitHub](#) · [Telegram](#) · [Upwork](#) · [LinkedIn](#) · [Habr](#)

ABOUT ME

Software engineer with 14+ years across DevOps, fullstack and game development. Managed infrastructure for 750+ servers, shipped products with 100M+ users, built everything from CI/CD pipelines to multiplayer backends. I close the full cycle — architecture, code, deployment — and I actually enjoy all of it.

SKILLS

Languages: Go, C#, JavaScript, TypeScript, Dart, Swift, Java, GML

Backend & APIs: Node.js, REST APIs, WebSockets, microservices, EF Core

Frontend: React, Angular, HTML, CSS, Tailwind

DevOps & Infrastructure: Kubernetes, Helm, Docker, Terraform, Ansible, GitLab CI, GitHub Actions, Jenkins

Cloud: AWS — EC2, S3, RDS, VPC, IAM, ALB, Yandex Cloud, Selectel

Observability: Prometheus, VictoriaMetrics, Grafana, Loki, Alertmanager, CloudWatch

Databases: PostgreSQL, ClickHouse, MySQL, MongoDB, Redis, RabbitMQ

Game Development: Unity, GameMaker, multiplayer systems, monetization, game design

Platforms: Linux, Web, iOS, Android, macOS

Languages (spoken): Russian — Native, English — IELTS 7.0 (B2)

KEY ACHIEVEMENTS

- Operated and automated infrastructure for 750+ Linux servers (Selectel VPS and bare metal) with 99.9% uptime
- Reduced deploy time from 8 to 2 minutes (−75%) and AWS costs from \$550 to \$300/month
- Sand Balls — contributed to a mobile game with 100M+ downloads and top App Store rankings
- Bhop Jump — built multiplayer backend generating \$160K+ revenue in the first quarter
- Lana and Ronen — 1M+ downloads mobile title
- Upwork Top Rated Plus — top 5% of freelancers with 20+ successful projects

EXPERIENCE

InfoScale — DevOps Engineer / Software Engineer, Dec 2024 — Jan 2026

- Monitored and maintained 750+ Linux servers (Selectel VPS and bare metal) — network interfaces, ports, access management, incident response
- Managed Kubernetes clusters on Yandex Cloud and self-hosted (GitLab, Matrix, Keycloak, Vault); wrote and maintained Helm charts
- Built Terraform infrastructure for ~20 AWS services (\$550 → \$300/month); wrote custom modules, provisioned ClickHouse; Ansible for per-instance configuration

- Optimized CI/CD across multiple repos (GitHub Actions + GitLab CI); unified pipeline structure reduced deploy time from 8 to 2 minutes
- Built observability stack from scratch — VictoriaMetrics probes, Prometheus alerting, custom Grafana dashboards; Alertmanager integrated with Telegram and Matrix
- Designed and developed SaaS monitoring service end-to-end (Go + Gin/GORM + React) — ping, domain, SSL checks with configurable intervals (10s–24h); deployed in-cluster on Kubernetes
- Responded to SSH brute-force attacks via KVM live access, port blocking, user rotation, and timeout configuration
- Grew infrastructure team from 3 to 6 engineers; mentored 3 junior members

Kubernetes, Helm, Docker, Terraform, Ansible, AWS, Yandex Cloud, GitLab CI, GitHub Actions, Go, React, PostgreSQL, ClickHouse, VictoriaMetrics, Grafana

SOFTINTERMOB — Unity Developer, Nov 2023 — Jul 2024

- Built two mobile applications from Figma designs to App Store release — full cycle
- Integrated Firebase and third-party SDKs, resolved compatibility issues on iOS/Android
- Refactored legacy codebase, improved stability and performance

Unity, C#, Firebase, iOS, Android

AZNResearch — Fullstack Developer, Jul 2022 — Oct 2023

- Designed frontend architecture for internal government and enterprise products using Angular + Tailwind
- Developed backend microservices with .NET Core + EF Core, REST APIs and LINQ queries
- Introduced Git workflow, code reviews and CI pipelines, boosted team productivity by 25%

Angular, Tailwind, C#, .NET Core, SQL Server, MySQL

Neosight — Game Designer, Nov 2021 — Feb 2022

- Wrote GDDs for 6 mobile games — core mechanics, monetization, progression systems
- Ran concept validation experiments, grew installs 30x, CTR from 0.4% to 5%
- Balanced levels and game curves using retention, difficulty and drop-off metrics

Unity, Game Design, Analytics

Udemy — Unity Developer, Mar 2021 — Oct 2021

- Built a German language learning app from scratch — 22 categories, ~3000 flashcards
- Optimized architecture and data storage, reduced app size from ~3GB to 400MB

Unity, C#, JSON, iOS, Android

Popside Games — Level Designer, Jul 2020 — Oct 2020

- Designed and balanced 3000+ levels for Match-3 and Solitaire under tight production schedule
- Improved level completion rate by 15% through iterative testing

Game Design, Level Design

SayGames — Game Designer, Feb 2020 — Jun 2020

- Designed mechanics and levels for hyper-casual prototypes
- Contributed to Sand Balls (100M+ downloads) and FlowerKing
- Improved D1-retention by 10% through retention/drop-off metric iterations

Game Design, Unity

Goodline — Software Engineer, Nov 2019 — Jan 2020

- Developed and adapted internal React interfaces for mobile devices
- Improved performance by 25% through component optimization

React, JavaScript

Project Tech — Software Engineer / Co-Founder, Feb 2017 — Oct 2019

- Co-founded a development studio — hired developers, negotiated with clients, signed contracts
- Acted as second engineer and tech lead — architecture decisions through to production code
- Shipped 10+ products — games, mobile apps and business software for restaurants, delivery services and VR
- Built multiplayer backend for Bhop Jump with a team of two — P2P + dedicated servers up to 16 players, \$160K revenue in Q1
- Pitched publishing deals to indie developers — early experience in product and business development

Unity, C#, React, React Native, Xamarin, Node.js, WebSockets, Docker, VR

EDUCATION

Udemy, Linux Foundation Computer Science, 2025

Udemy, Certified Kubernetes Administrator, 2025

Wargaming Forge, Level Designer & Balancing, 2020

Siberian Polytechnic University, Faculty of Information Technology, 2017–2018

LANGUAGES

Russian — Native, English — IELTS 7.0 (B2)