

Eugene Ryabtsev

Software Engineer (Python)

LINKS

-  github.com/ryabtsev
-  linkedin.com/in/eryabtsev
-  e.ryabtsev@gmail.com
-  medium.com/@eryabtsev
-  ainvention.net/cv_rabtsau.pdf

SPECIALTIES

- Python
- Django
- Asyncio
- aiohttp
- SQLAlchemy
- PyTest
- Postgres
- MySQL
- RabbitMQ
- NoSQL
- MongoDB
- RAML / OpenAPI
- JavaScript / TypeScript
- Vue.js
- CI/CD
- Jenkins
- Docker
- K8s
- OpenTelemetry
- Grafana
- Boto3 (AWS)

ADDITIONAL SKILLS

- Frontend Dev
- HTML
- AI / ML / CV
- TensorFlow
- Keras

LANGUAGES

- Russion
- English

About

10+ years in engineering 1M+ CCU systems in Python, in user accounts and compliance domain

✔ Eligible to work: EU resident permit (Lithuania), willing to move any EU countries.

🔧 Significant experience in creating microservices within high-load projects, API design on Python. Additionally Javascript for complex flows. User-facing features with Django(DRF) and AsyncIO (aiohttp) for background tasks, internal services. Engineered solutions for data migration between realms. Service maintenance, monitoring, deployment and incident resolution.

🛡️ Developed the features for regional compliance: regional parental controls and GDPR. Developed service for export personal data with orchestration layer that gathers data from internal and third-party services. It unlocks legally restricted markets and increases company revenue.

🤖 Implemented an automated CI pipelines that handle code checking, documentation generation, end-to-end tests with Cypress.

🌟 AI/ML experience

1. CV overlay: actions detection. Implemented distributed workflow where multi model training and inference are split between user's device and server.

Tech: TensorFlow (Keras), JavaScript, Vue.js, Python, Django, aiohttp
[@MurphChallengeBot](https://t.me/MurphChallengeBot) (Telegram bot) and <https://wrestling.ainvention.net>

2. AI-Powered Runtime Test Generator for Microservices - system that instantly generate e2e tests for code written manually or AI-assisted. It has pluggable architecture for common checks and collecting the workflows information to build architecture knowledge base. It has been implemented in a few services, resulting in reduced development time, fewer bugs, live documentation and RAG for LLM. I've started the open-source project based on those approaches: <https://pypi.org/project/apitests/>.

Education

2004 - 2009
Minsk, Belarus

Belarusian National Technical University
High School Diploma, Intelligent Systems

Experience

Dec 2014 -
Aug 2025
Vilnius, Lithuania

Software Engineer
Wargaming

- Engineered and maintained a high-load, fault-tolerant identity and account management system using Python.
- Developed and scaled core features for player authentication, registration, account management, and regional restriction controls.
- Designed solutions for data migration.
- Designed and implemented services to orchestrate and ensure platform-wide GDPR compliance.
- Built and supported robust APIs consumed by game clients and mobile applications.
- Contributed to the development of a player-facing Web UI for account self-service.
- RAML to OpenAPI migration solutions.
- Onboarding and mentoring new members.

Nov 2011 -
Sep 2014
Minsk

Python Developer
X-tim

Developing few e-commerce platforms:

- food delivery platform (CRM and consumer-facing part),
- collective buying platform,
- advertising platform.

May 2010 -
Oct 2011
Minsk

Full-stack Developer
Admitad Global

Developed an affiliate network, working on both backend and frontend. Created a wide range of innovative tools and solutions for the advertising network.

Nov 2008 -
Apr 2010
Minsk

Web Developer
Pitri design-studio

Performed HTML coding and CMS customization for over 20 websites.