

Evgenii Zakharov

DevOps Engineer

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PROFESSIONAL SUMMARY

DevOps engineer with 8 years designing and operating distributed platform infrastructure. Specialized in Kubernetes, infrastructure as code with Pulumi, and GitOps automation across GCP, AWS, Hetzner and Cloudflare. Delivered Talos clusters with releases in under 3 minutes and built complete CI/CD pipelines with 400+ integration tests, PostgreSQL and Redis.

WORK EXPERIENCE

Tuned • Remote • 08/2026 – Present

AI resume-tailoring SaaS

Founder & Product Engineer

- Run production myself: Talos Kubernetes on Hetzner provisioned with Pulumi, Flux GitOps with content-hash image builds, VictoriaMetrics metrics and alerts.
- Designed CI/CD pipeline with automated lint, typecheck and 400+ integration tests against PostgreSQL and Redis, rebuilding only modified service images to prevent unnecessary deployments.
- Split the service into process roles (API, queue workers, a single-replica scheduler) with grace periods matched to shutdown, and measured CPU and memory cost per server operation to size machines for each growth stage.
- Took the product from first commit to production with live payments in 5 weeks as the sole engineer directing Claude Code agents: about 750 commits and 200k lines of TypeScript across 5 apps and 8 shared packages.

X5 Group • Remote • 04/2024 – 07/2026

One of Europe's largest food retail groups

Senior Software Engineer, Frontend

- Embedded unit, integration and contract tests into CI ahead of release, cutting regression escapes before they reached production.
- Improved API contracts and mapping validation, reducing data-mapping Sentry issues from 120 to 40 per month through stricter runtime checks.

iGaming Platforms • 2023 – 2025

Sigma Games and Gift Fight

Platform & Full Stack Engineer

- Provisioned infrastructure as code with Pulumi across GCP, DigitalOcean, Hetzner and Cloudflare, delivered through FluxCD GitOps onto Talos Kubernetes clusters, with automated releases and rollbacks in under 3 minutes.
- Monitored platform health end-to-end with Prometheus metrics, Serilog structured logging and health checks on .NET services, reducing time-to-detect issues and informing capacity planning.
- Secured infrastructure with Cloudflare WAF, implementing per-route rate limiting and bot rules to control access and harden the platform edge.
- Architected multi-step game rounds using Temporal workflows, reaching a 99.5% workflow completion rate through deterministic retries, compensation and idempotent handlers to reduce settlement failures and simplify recovery.
- Sigma Games — built an iGaming platform backend from scratch as 10 ASP.NET Core (.NET 9) services covering payments, wallets, affiliate, gaming and auth, with NATS pub/sub, Redis caching, distributed locking and Hangfire background jobs.

- Covered domain services with xunit unit tests and Testcontainers-backed integration tests running against real PostgreSQL, Redis and NATS instances, with Respawn resetting state between cases.
- Engineered data layers for product and analytics workloads using PostgreSQL (Drizzle), ClickHouse and Redis/Dragonfly caching to optimize cost and query performance across hot and warm workloads.
- Designed low-latency WebSocket communication layer on Socket.IO, maintaining p95 state-sync latency at 120 ms under 300 concurrent connections to ensure system reliability.

SberEducation • Remote • 09/2022 – 03/2024

EdTech division of Sber, a major European tech company

Senior Software Engineer, Frontend

- Automated client code generation in CI using Hasura and GraphQL, generating TypeScript types and enforcing schema validation to shift integration failures left and improve deployment processes.
- Built backend services with NestJS during a refactor of the core product — S3-backed storage and BullMQ queues for asynchronous work — and delivered a Telegram bot connecting mentors and mentees.
- Integrated SSO and delivered core platform modules for a multi-tenant B2B marketplace launch, focusing on security boundaries and staged rollout.

Haiku Dev • Saint Petersburg • 10/2021 – 09/2022

Senior Software Engineer, Frontend

- Prototyped a micro-frontend with Webpack Module Federation, validating remote ownership, shared-dependency strategy and independent release workflows.

Freelance • Remote • 03/2018 – 09/2021

Full Stack Engineer

- Delivered projects end-to-end with direct client ownership over scope, deadlines, deployment and post-launch support.

PROJECTS

nestjs-zod

05/2022 – 10/2024

The standard way to use Zod with NestJS, at 5.5M downloads per month, where one schema serves validation, TypeScript types and generated OpenAPI docs. Transferred to another maintainer in 2024.

SKILLS

Platform: Kubernetes, Talos, FluxCD, GitOps, Pulumi, IaC, Docker, Hetzner, GCP, AWS, Cloudflare, S3, Terraform, Helm, GitLab CI, Linux, Ansible, Infisical, Vault, cdktf, Terragrunt, Tailscale

Observability: Prometheus, VictoriaMetrics, Serilog, Sentry, SLOs, Grafana, ELK Stack, VictoriaLogs

Delivery: CI/CD, Testcontainers, TurboRepo, Git, Github Actions

Data & Messaging: PostgreSQL, Redis, Dragonfly, NATS, Kafka, RabbitMQ, ClickHouse, Temporal, BullMQ

Programming Languages: TypeScript, C# (.NET), SQL, Rust, Python

Backend: ASP.NET Core (.NET 9), Node.js, Bun, NestJS, Keycloak

Practices: Distributed Systems, High Availability, Fault Tolerance, Scalability, System Architecture, AI-assisted development (Claude Code, Copilot)

Languages: English (full professional proficiency), Russian (native)

EDUCATION

Studies in Computer Engineering

South Ural State University (SUSU)