

Artem Ivanov

Engineering Leader & Distributed Systems Architect

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EXECUTIVE SUMMARY

Engineering Leader with 16 years in tech. I specialize in scaling distributed systems and building high-performing engineering organizations as a Head of Engineering or CTO. My career spans two demanding domains: high-traffic online gaming (Pixonic, MY.GAMES) and mission-critical banking infrastructure. I lead by example: writing code, designing architectures, and aligning technology choices with business outcomes.

CORE COMPETENCIES

Architecture: Distributed Systems, High-Traffic Backend, Akka/Actor Model, API Design

Databases & Pipelines: Apache Kafka, Apache Cassandra, SQL, Event-Driven Architectures

Leadership: Team Management (up to 19 engineers), Hiring, Roadmap Governance, DX

Technologies: Scala, Java, Clojure, C#, JVM optimizations, AI Coding Tooling Adoption

FEATURED PROJECTS

WickView.pro — Founder & Builder (Personal Sandbox)

Real-time Crypto Intelligence

Built and operate a proprietary market monitoring platform used to track crypto market structure in real time.

- Real-Time Engine: Designed a custom data engine collecting and processing live order book data from multiple exchanges.
- Data Ingestion: Built resilient, fault-tolerant ingestion pipelines handling continuous websocket feeds.

Game Backend Modernization — Lead Dev / Architect (Pixonic)

High-Scale Modernization

Rebuilt the server-side infrastructure for WarRobots (500K+ DAU) without player-visible downtime.

- -70% Latency: Redesigned server model using Akka actors and co-located in-memory JVM caching.
- 20TB+ Migration: Migrated Cassandra rings across continents with zero player-visible downtime.

PROFESSIONAL EXPERIENCE

Lead Software Developer — MY.GAMES

Feb 2022 – Present | Cyprus

- Lead and mentor a team of 9 backend developers on high-traffic gaming backend services.
- Manage scaling for services running at 500K+ DAU with 100TB+ player state in Cassandra.
- AI Adoption: Compressed server-side feature delivery times by 25% and boosted feature capacity by 30% via secure LLM workflow standards.

Senior Software Developer — Pixonic

Aug 2019 – Jan 2022 | Moscow

- Led the architecture modernization of WarRobots, moving from a legacy monolith to an Akka actor model.
- Replaced synchronous database writes with Kafka asynchronous write-behind persistence.

Software Architect & Project Lead — Just a Team of Creators (JTC)

Mar 2017 – Aug 2019 | Moscow

- Architected the Universal Document Platform built on Akka Cluster and Scala, currently live at commercial banks.
- Served on the architecture committee for a \$15M+ platform initiative at one of the country's largest commercial banks.

Head of Integration / Software Engineer — Bank's Soft Systems (BSS)

Jun 2011 – Nov 2015 | Moscow

- Managed a 19-person integration department, owning hiring, delivery governance, and client integrations.
- Shipped the Universal Integration ESB, deployed at major commercial banks and subsidiaries of international institutions.
- Personally designed the visual routing low-code canvas that drastically cut integration setup times.

Earlier Roles (Senior Java Developer)

2015 – 2017

Worked at 1C Company (monolith decompositon) and GS Global Ltd (gaming tournament platforms).

EDUCATION

Ph.D. in Economics (Specialization: Management)

Obtained 2013 | Kazan

University of Management "TISBI"

M.S. in Applied Computer Science

Graduated 2010 | Ulyanovsk

Ulyanovsk State University