

Dmytro Artemiev

Hands-On Software Architect

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Summary

Hands-On Software Architect with 15+ years of experience building and evolving large-scale backend systems for long-running live products serving 1M+ users. Combines architectural ownership with deep hands-on engineering, personally driving high-risk refactorings, performance optimizations, and CI/CD improvements in production. Specialized in scalable architectures, backward-compatible system evolution, and reducing operational risk in complex, continuously operating systems.

Architectural & Hands-On Focus

- Architecture design with direct implementation ownership
- Distributed systems and high-load backend architectures
- Modular monolith design and controlled evolution
- API architecture, backward compatibility, and system boundaries
- Performance optimization and critical path tuning
- CI/CD, build systems, and developer productivity tooling

Technical Stack

Languages: PHP, Python, Java, JavaScript, SQL

Infrastructure & Tooling: Docker, Jenkins, Redis, Git, Gradle

Practices: ADRs, Test Automation, Code Generation, Observability, Performance Profiling

Professional Experience

InnoGames GmbH — Hamburg, Germany

Hands-On Software Architect

May 2021 – Present

- Architected and owned mission-critical backend subsystems for a large-scale live-ops game with 10+ years in production, serving 1M+ users with sustained 99.9% uptime.
- Designed and implemented core architectural components for long-lived gameplay systems (Quests, Seasonal Events, Video Ads), defining APIs, system boundaries, and backward-compatible evolution paths.
- Personally led high-risk refactorings and architectural changes in live production systems, preserving backward compatibility and minimizing player-visible impact in a continuously operating environment.
- Introduced an ADR-driven architecture process within a cross-functional team (2 BE / 2 FE / 1 QA), improving decision traceability and long-term maintainability of backend systems.
- Reworked CI/CD pipelines (Jenkins) hands-on for a single backend team, reducing deployment time from hours to minutes and enabling reliable daily releases.
- Designed and implemented API/DTO code-generation and validation pipelines, eliminating ~90% of backend-client integration issues and significantly reducing coordination overhead with frontend engineers.
- Optimized high-load seasonal execution paths, reducing runtime from minutes to seconds under peak traffic during major in-game events.
- Acted as the architectural escalation point for the team, reviewing designs, mentoring engineers, and remaining deeply hands-on in critical code paths.

Senior Software Engineer (Architecture Ownership)

May 2018 – May 2021

- Took architectural responsibility for multiple backend domains within a large-scale live production system, owning design decisions, evolution paths, and technical trade-offs.
- Led and implemented performance optimizations on critical request rollout paths, reducing end-to-end latency by 20–25ms on high-traffic endpoints.
- Drove backend-centric improvements to content and localization pipelines, simplifying workflows and reducing ongoing operational costs by ~20%.

Backend Engineer

May 2016 – May 2018

- Designed and implemented backend services within a high-traffic modular monolith for a long-running live game, contributing to core gameplay and supporting systems.
- Led PHP runtime upgrades and large-scale refactoring initiatives, improving throughput and overall system stability while reducing production risk.

Software Engineer

May 2013 – May 2016

- Improved build and delivery pipelines, reducing Gradle build times from 15 minutes to 3 minutes and significantly accelerating developer feedback loops.
- Delivered frontend and backend features with a strong focus on API contracts and clear system boundaries, reducing coupling and improving long-term maintainability.

Earlier Experience (2007–2012)

Software engineering roles at Midnight Coders, Luxoft, Dubit Limited, PixelNovel, Ameria GmbH, Arkadium, and Physicon, focused on system design, backend development, and delivery automation.

Education

M.S. in Computer Science — Computer Systems and Networks

Sevastopol State Technical University, 2003 – 2008