

# Dmytro Artemiev

## Hands-On Software Architect

Hamburg, Germany

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### Summary

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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

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- 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

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**Languages:** PHP, Python, Java, JavaScript, SQL

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

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

### Professional Experience

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#### 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)**

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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**

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**M.S. in Computer Science – Computer Systems and Networks**

Sevastopol State Technical University, 2003 – 2008