

DENIS PUSHKAREV

SYSTEM ARCHITECT | HIGH-LOAD GAMING PLATFORMS | PAYMENTS

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PROFILE

Technology leader and System Architect with 10+ years of experience designing distributed, transaction-intensive and real-time platforms. Over the last four years, focused on gaming products, high-concurrency backend systems, game-to-wallet integration and reliable payment processing. Combines hands-on architecture with engineering leadership, delivery ownership and pragmatic modernization of business-critical platforms.

SELECTED IMPACT

- Scaled game platforms from approximately 20K to 100K+ concurrent users per game.
- Reduced time-to-market from roughly two months to two weeks through platform standardization and reusable capabilities.
- Improved delivery throughput by 87% while supporting zero-downtime deployment practices.
- Designed resilient payment and wallet flows for real-time games, including multi-wallet, demo mode, points and external integrations.

GAMING & PLATFORM EXPERTISE

Real-Time Gaming Game services, session lifecycle, WebSockets, low-latency player flows	Payments & Wallets Transactional integrity, idempotency, retries, multi-wallet and points	Distributed Systems Event-driven microservices, NATS, Kafka, Redis, CQRS
Reliability Fault tolerance, observability, incident response, SLA/SLO thinking	Architecture API contracts, consistency models, platform standards, cloud-native design	Leadership Technical strategy, team leadership, mentoring, cross-team delivery

PROFESSIONAL EXPERIENCE

Department Director | Sparkx Gate Technical Services LLC

Sep 2025 - Present | Dubai, UAE

Leads architecture, engineering strategy and operational execution for high-load, real-time gaming and transactional platforms.

- Own technical strategy and architecture standards across distributed game, platform and integration services.
- Guide design decisions for concurrency, state consistency, fault tolerance, security and operational resilience.
- Coordinate engineering, product and business stakeholders; mentor technical leads and establish measurable delivery practices.
- Drive observability, CI/CD, zero-downtime delivery and infrastructure cost optimization.

Senior System Architect | Xflame Tech Design LLC

Apr 2023 - Aug 2025 | Dubai, UAE

Architected high-load gaming and entertainment systems with real-time communication, event-driven services and payment integrations.

- Designed scalable game services and low-latency WebSocket flows for high-concurrency player workloads.
- Defined event-driven microservice boundaries, messaging patterns, API contracts and data consistency strategies.
- Integrated wallet and payment capabilities with attention to idempotency, retries, state transitions and transaction safety.
- Improved platform scalability, latency and reliability under peak load while enabling rapid product expansion.

Managing Director / Principal Architect | Pushkarev Consulting

Aug 2021 - May 2022 | International

Provided architecture and distributed-systems consulting to technology organizations including Erlang Solutions, Netgury and McGraw Hill.

- Led architecture reviews and modernization initiatives for high-load, cloud-native and event-driven platforms.
- Improved scalability, reliability and engineering velocity through clear standards, technical mentoring and pragmatic delivery plans.

Senior Backend Engineer | Denis Pushkarev | Sole Proprietor

Apr 2021 - Aug 2021 | Remote

Designed a scalable crawling and data-processing platform serving 25,000+ investment accounts daily.

- Built resilient Elixir/Ecto data pipelines with PostgreSQL; deployed on AWS using Docker.
- Implemented Grafana and Airbrake monitoring to improve visibility, stability and recovery under load.

Senior Backend Engineer | Balance-PL*Sep 2020 - Mar 2021 | Remote*

Built a fault-tolerant backup and data-durability service using asynchronous workload orchestration.

- Designed event-driven processing with Elixir and RabbitMQ plus secure storage on MinIO and AWS S3.
- Improved recovery guarantees, throughput and processing latency under concurrent workloads.

Senior Software Engineer | Area9 Group*May 2019 - Apr 2020 | Remote*

Improved web application stability by optimizing client-side storage, state management and database interactions.

- Reduced crash frequency, redundant data and support impact across user sessions.

Software Engineer | Lix Technologies*Mar 2017 - Mar 2019 | Aarhus, Denmark*

Developed a scalable CQRS-based commerce platform with Elixir, PostgreSQL, Cassandra and GraphQL.

- Separated read/write workloads and enabled scalable APIs and maintainable domain services.

EARLIER EXPERIENCE**Software Engineer - Area9 Group (2015 - 2017)**

Learning platform serving 8M+ users and approximately 150K daily active users.

Entrepreneur / Software Developer - Lanit-Tercom (2013 - 2015)

Adaptive learning system built with PHP, Haxe and MySQL.

Chief Engineer - Bank of Russia (2002 - 2013)

Secure banking applications, payment transfer systems and financial reporting.

Software Developer - Rambler (2000 - 2002)

Public email service serving more than 2M users by 2002.

TECHNOLOGY

Architecture: Distributed systems, microservices, event-driven architecture, CQRS, API design, consistency and resilience

Backend: Go, Elixir/OTP, Node.js, Java, PHP

Messaging & Real-Time: NATS / JetStream, Kafka, RabbitMQ, Redis, WebSockets

Data: PostgreSQL, Cassandra, MySQL, MSSQL, Informix, MinIO, AWS S3

Cloud & Operations: AWS, Docker, CI/CD, Prometheus, Grafana, Airbrake, zero-downtime deployments

EDUCATION & CERTIFICATIONS

MSc, Software Development for Automated Systems - Khakassian State University, 1997-2002

Java Programmer - Sun Microsystems, 2002 | The Complete Elixir and Phoenix Bootcamp | Introduction to WebRTC