

OLEH BLOSHENKIN

Engineering Manager | Platform Engineering & Developer Experience

✉ darelvc@gmail.com ☎ +48 571 525 611 📍 Warsaw, Poland 🔗 obloshenkin.com

🌐 obloshenkin 🔄 darelvc

SUMMARY

Engineering Manager with 9+ years in high-load gaming (Playtika), scaling Internal Developer Platforms from 500 to 1,500+ engineers. Led cross-functional teams (12 engineers) delivering AI-powered automation, self-service tooling, and Kubernetes infrastructure — reducing deployment time by 40%, support tickets by 93% through AI/ChatOps implementation, and infrastructure footprint by 80%. Specializing in Platform Engineering, Developer Experience (DevEx), and Cloud Infrastructure.

PROFESSIONAL EXPERIENCE

- 11/2021 – Present
Vinnytsia, Ukraine → Warsaw, Poland
- Engineering Manager | Platform (DevEx), Playtika**
- Lead cross-functional engineering team (12 engineers: 8 backend, 4 frontend) building Internal Developer Platform serving 1,500+ engineers across multiple game studios. Own platform architecture, technical roadmap, and delivery of self-service tooling.
- Led engineering teams to rebuild and scale Internal Developer Platform from 500 to 1,500+ engineers; modernized architecture with React microfrontends (Module Federation), Python FastAPI, Kafka, and Temporal; reduced deployment time by 40% across all game studios and delivered one-click multi-studio deployments with automated health checks and rollback capabilities.
 - Managed team delivering dual-channel AI-powered developer assistance system (MS Teams Bot + in-platform assistant) with Glean.io  integration; serving 1,500+ developers, handling 150+ tickets/week, reducing miscategorized tickets by 93% (from ~30/week to ~2/week) and resolution time by 60%.
 - Delivering mobile app submissions pipeline across 5 stores (Google Play, App Store, Amazon, Samsung, Microsoft) using Temporal workflows; replaced manual submission process with fully automated, auditable flow with approval gates.
 - Built a one-click datacenter failover system for disaster recovery game studios with automated health checks and rollback.
 - Integrated Backstage as microfrontend (MFE) for service catalog, ownership tracking, and scaffolder templates across all game studios.
 - Migrated workflow orchestration from Netflix Conductor to Temporal; improved platform reliability and reduced operational complexity.
 - Hired and coached 5 engineers (2 backend, 3 frontend); grew 1 developer from a Corporate IT role to Senior Frontend capable of leading technical initiatives; promoted 2 engineers to Tech Lead.
 - Conduct quarterly performance reviews, 1-on-1s, coaching, and career development planning.

- Partner with Product, QA, Architecture, and Infrastructure teams; manage sprint planning (Scrum/Kanban), delivery timelines, and stakeholder communication.
- Act as Product Owner defining platform features and priorities.
- Code reviews (Python, TypeScript/React, Automation) and architecture discussions on microservices design, orchestration patterns, and platform scalability.

12/2019 – 11/2021
Vinnitsia, Ukraine

DevOps Lead | Platform Engineering, Playtika

Led DevOps team (5 engineers) transitioning from VM-based architecture to Kubernetes and building self-service developer tooling.

- Containerized and migrated VM-based services to Kubernetes, shutting down ~1,000 VMs and reducing infrastructure footprint by 80%; managed K8s cluster operations, scaling, maintenance, and troubleshooting for high-load gaming workloads.
- Led RCA (Root Cause Analysis) and implemented preventive actions, reducing production incidents by 80% through improved observability, automated health checks, and proactive monitoring.
- Built standardized CI/CD pipelines in Jenkins and TeamCity with Terraform-based infrastructure provisioning; reduced manual deployment operations by 50%.
- Developed internal developer portal (Python backend, JS/TS frontend) enabling self-service deployments and infrastructure management for 500+ developers; replaced manual operations with web-based UI.
- Implemented automated client builds, deployment workflows, and active-passive failover mechanisms for 20 game studios.
- Created REST APIs for infrastructure automation integrating Jenkins, TeamCity, and Artifactory; led migration from legacy monoliths to microservices and microfrontend architecture.

04/2016 – 12/2019
Vinnitsia, Ukraine

Automation Developer | DevOps Engineer, Playtika

Dedicated DevOps automation engineer supporting multiple game studios and development teams. Focused on building internal tooling, CI/CD pipeline automation, and reliable delivery processes across development and production environments.

- Designed and implemented CI/CD processes and pipelines for backend services and game clients using Jenkins and TeamCity; automated build, test, and deployment workflows with canary deployments and rolling updates.
- Developed Python frameworks and CLI tools for deployment automation; built internal automation libraries and CLI utilities used by QA and DevOps teams for infrastructure management and troubleshooting.
- Automated infrastructure provisioning and management using Terraform, Docker, and Ansible; maintained DevOps infrastructure stack (Jenkins, TeamCity, Artifactory) and created repeatable staging/development environments.

2012 – 2016
Vinnytsia, Ukraine

System Administrator, Hostpro UA (Hosting Provider)

- Managed 200+ production Linux/Windows servers achieving 99.5% uptime SLA; administered web/mail/database servers (Apache, Nginx, Postfix, MySQL, PostgreSQL) with Zabbix/Nagios monitoring.
- Automated routine operations with Bash/Python scripts, reducing manual tasks by 50%.

TECHNICAL SKILLS

Leadership & Delivery

Engineering Management • Team Leadership • Hiring & Coaching • Performance Management • Stakeholder Management • Agile/Scrum/Kanban • OKRs

Technologies

Python (FastAPI, pytest) • TypeScript (React, Nest.js, Playwright) • Kafka • Temporal • AWS (EC2, S3, RDS) • Backstage • ServiceNow CMDB

Monitoring & Observability

Prometheus • Grafana • Kibana • Sentry • ELK Stack

Platform & Infrastructure

Kubernetes • Docker • Helm • Terraform • Ansible • GitOps • CI/CD Pipelines • Jenkins • TeamCity • GitHub Actions • Internal Developer Platforms

AI & Automation

RAG (Retrieval-Augmented Generation) • OpenAI API • ChatOps • MS Teams Bots • Azure Integration • Glean.io

EDUCATION

2008 – 2013

Bachelor's Degree in Electronic Devices and Systems,
Vinnytsia National Technical University

LANGUAGES

English (B2 Upper-Intermediate) • **Russian** (Native) • **Ukrainian** (B2 Upper-Intermediate) • **Polish** (A2 Elementary)