

Hiring software engineer as easy as calling a taxi.

Anton Goorin

Generative AI Expert

SUMMARY

An adept software engineer with significant expertise in AI technologies, focusing on Generative AI solutions for media companies.

Demonstrates proficiency in DevOps methodology, with extensive experience in orchestrating CI/CD pipelines, cloud infrastructure, and MLOps from roles at top gaming and tech companies.

Notable achievements include driving a 300% reduction in production time and up to a 200% increase in quality capabilities for AI projects.

Experience extends over a decade, with strong proficiency in various programming languages and tools such as C#, Unity3D, Terraform, EKS, K8s, Helm, Docker, Linux, Jenkins, and Gitlab. Known for leading pivotal projects, displaying ownership, and training multilingual personnel while optimizing costs and resources in cloud deployments.

SKILLS

Main Technical Skills	Jenkins, Python, Generative AI, DevOps, MLOps
AI & Machine Learning	Kubeflow
Deployment, CI/CD & Administration	Kubernetes, Microk8s
Platforms	Unity
Other Technical Skills	AWS EKS

WORK EXPERIENCE

Head of Generative AI

Duration: 2024 - Present

Summary: Developed and deployed end-to-end Generative AI solutions, delivered cross-departmental AI integration, enhanced production capabilities and quality while reducing costs by utilizing AWS cloud.

Responsibilities: Leading End to End Generative AI solutions, planning and deployment of cloud infrastructure, strategic AI asset development, multilingual personnel training. Large scale multilingual personnel training, reducing production time, developing new capabilities.



Technologies: Generative AI solutions. Generative AI, AWS cloud

Generative AI Team Lead, Generative AI Storytelling Solutions

Duration: March 2023 - February 2024

Summary: Led a team to develop state-of-the-art storytelling solutions using AI, focusing on text and image generation through the cutting-edge Stable Diffusion and ChatGPT APIs.

Responsibilities: Leading storytelling solution development, dataset creation, model fine-tuning, MLOps infrastructure deployment.

Technologies: Stable Diffusion, ChatGPT API, MLOps

Sr. DevOps Engineer, DevOps Infrastructure

Duration: January 2021 - December 2022

Summary: Managed AWS and on-premises environments to support machine learning operations, and orchestrated CI/CD procedures enabling effective code deployment and operations.

Responsibilities: Large-scale environment oversight, CI/CD orchestration, ML team support, storage and workstation solutions engineering.

Technologies: AWS, Terraform, EKS, K8s, Helm, Docker, Linux, Gitlab, Jenkins

DevOps Engineer, CI/CD Pipeline and Cloud Management

Duration: May 2019 - January 2021

Summary: Managed AWS cloud services with a focus on serverless architectures for a C++ codebase, integrating continuous integration and continuous delivery practices.

Responsibilities: AWS cloud environment oversight, CI/CD pipelines setup and maintenance, tooling support for development team.

Technologies: AWS, Jenkins, Artifactory, IAC, GitOps, SecOps, Conan, CMAKE

Unity 3d Developer, Mobile Applications and Games

Duration: February 2012 - May 2019

Summary: Created engaging applications and games utilizing C#/Unity3D, encompassing full development lifecycle and publishing on major mobile platforms.

Responsibilities: Application and game development from conception to publishing, internal tool creation.

Technologies: C#/Unity3D, App Store, Google Play

BI & ETL Developer, ETL and Data Warehousing

Duration: November 2005 - February 2012



Summary: Designed and implemented extensive ETL procedures and data warehouses, along with a compliant accounting reporting system.

Responsibilities: ETL procedures development, data warehouse design, accounting system creation, database administration and optimization.

Technologies: ETL, Data Warehousing, Database Administration

CERTIFICATION

- **Game Design and Development Certified**
- **Jenkins Engineer**
- **DevOps Specialization Course**

