

✉ a.eletsky@gmail.com  
☎ +49-1512-61-33-460  
📍 t.me/tiendil  
📍 Hamburg, Germany

# Aliaksei Yaletski

CTO | Engineering Leader | Co-Founder

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Hands-on engineering leader with 19 years of experience. My work centers on building high-autonomy teams with strong engineering culture and product ownership. I see team structure, processes, and architecture as parts of the product and evolve them together. My technical expertise ranges from deterministic game logic in C++ to cloud-based payment systems in Python, and from code analysis to AI-based systems.

## Hire Me When

### You start a product from zero

I'll bootstrap the team, architecture, and processes so we can validate hypotheses early and scale or pivot with less rework. I'll prototype where needed to inform design decisions.

### You need long-term product success

I'll evolve the team, architecture, and processes in line with long-term goals and risks. I'll establish knowledge flow, quality automation, and high-frequency delivery required for sustained growth.

## Work Style

I move between management and technical leadership, depending on where I create the most leverage.

### As a manager

I foster self-governed, self-regulated, remote-first teams with transparent decision-making and asynchronous workflows.

### As a technical leader

I stay directly involved in architecture and critical systems, and mentor through shared ownership, design work, and deep code review.

## Domains

Here are the domains where I am strongest. The work history section provides more context.

Platform engineering

Resilient backends

Payments & subscriptions

Live-service game backends

Game logic systems

Legacy modernization

MMO systems design

Technical game design

Procedural content generation

## Work

### 2024-2026 Professional sabbatical

Python

TypeScript

Rust

LLMs

- Refined my management worldview through reflection on practical experience and management literature; documented the result in a [series of essays on management](#).
- Created [Feeds Fun](#) — a news reader with LLM-based tagging and rule-based ranking ([repo](#)).
- Completed the [World Builders](#) (now [Void Forge](#)) program for entertainment IP developers; documented part of the journey in a [series of essays](#).
- Explored Rust with an emphasis on game-logic programming and system reliability.
- [Studied AI coding agents](#) and their applications to software development. Developed an experimental [planning and orchestration tool](#).
- Published 50+ essays on technology, engineering management, and software-development trends.

## 2022-2023 Multi-provider payments platform for Palta portfolio startups

Palta

Engineering Manager

Tech Lead

AWS

AWS Lambda

Python

TypeScript

FastAPI

React

PostgreSQL

Redis

Docker

Led the design and delivery of a payments platform from concept to production, covering subscriptions, entitlement management, discounting, unified analytics, admin tooling, SDKs, and resilient payment flows with support for disputes, refunds, provider fallback, and failure recovery.

- The solution has been successfully integrated into 3 portfolio companies.
- Led platform development from concept to production, ensuring its stable operation during the holiday season.
- Built and led a remote-first core team of 7 engineers.
- Hired, onboarded, mentored, and gradually transferred system ownership to new team members.
- Established [an RFC-driven approach](#) to evolving architecture and engineering processes.
- Designed resilient payment-processing architecture with idempotent workflows, safe retries, provider fallback, and recovery from intermediate states.
- Established a delivery process with multiple production releases per week and on-demand shipping of completed features.
- Identified bugs in major Python libraries ([redis-py](#), [psycopy](#)), including [one that caused an OpenAI outage](#), and prevented them from affecting our systems.

## 2019-2021 Professional sabbatical

Python

Julia

Deep Neural Networks

Check [the full report](#) on the blog.

- Improved my knowledge of backend architecture, advanced code analysis, and quality control.
- Refined my game design knowledge through reflection on practical experience and game design literature.
- Explored Julia programming language.
- Published 100+ essays on technology, game design, and thinking. The total size is greater than that of the first Harry Potter novel.

## 2017-2019 Mobile game [My Cafe](#) — 50M+ installs as of September 2021

Melsoft  
Games

Tech Lead

Linux

Python

Twisted

Django

PostgreSQL

Redis

Graphite

Prometheus

Grafana

Ansible

Docker

Owned backend architecture and core service development, modernized legacy systems for scale and stability, served as a key technical advisor on architecture and algorithm design.

- Optimized game backend to handle 1.5M RPM (25k RPS) at peak with stable latency and low error rates.
- Stabilized server-side payment-processing and payment-analytics logic, reducing payment-related errors to zero.
- Implemented scalable profile sharding, which reduced the load on the database by an order of magnitude.
- Developed support for GDPR on short notice.
- Adapted server-side logic for Chinese requirements.
- Introduced the practice of writing automated tests.
- Together with an analyst, developed a marketing campaign system and an A/B testing system.

## 2015-2017 Mobile games Toy Defense 1, 2, and 3

Melsoft  
Games

Tech Lead

Linux

Python

Twisted

Django

MySQL

Redis

Fabric

Graphite

Grafana

Fully owned the unified backend of 3 games. As an expert, consulted colleagues on infrastructure, architecture, and algorithmic questions.

- Resurrected the legacy game backend to an operational state.
- Developed a payment service, which was also cloned and reused by the neighboring team.
- Introduced practices for automated testing, CI/CD, and metrics collection.
- Migrated the project from SVN to Git.
- Together with an analyst, developed a game metrics collection system and a marketing campaign system.

## 2012-2015 Browser text-based MMO game "The Tale"

The Tale

Founder

Linux

Python

JavaScript

PostgreSQL

Redis

RabbitMQ

Django

jQuery

Developed my own product from scratch. Went all the way from prototyping through release, operation, and shutdown. Played all roles, from backend and frontend development to game design, community management, and marketing.

- With only a Russian localization, the game reached 90k+ trial players, 30k+ registered players, 2k+ paid players; with up to 5k MAU and 2k DAU at peak.
- Assembled a core team and organized volunteers who helped in the development of the game.
- Developed advanced procedural generation of [Russian text](#) (probably the best before LLMs), [quests](#), and the world map.
- Implemented quality control through fully automated testing, which allowed development without dedicated QA.
- Open-sourced [the code](#) and [the game lore](#).

## 2010-2012 Web portal [World of Tanks](#), meta-game "Clan Wars"

Wargaming

Senior Developer

Linux

Python

JavaScript

PostgreSQL

Memcached

RabbitMQ

Django

jQuery

Owned the code of the whole web portal: registration, player & clan profiles, clan management, player statistics, ratings, tournaments, the meta-game for clans, news, i18n, etc.

- Together with the team, completely switched the technology stack from client-side C++ to a Python backend and developed the portal for one of the most successful online games.
- Grew ownership from several subsystems (2010) to the entire portal (2012).
- Together with a colleague, designed and implemented the GUI for a web-based clan meta-game.
- Designed requirements for CAPTCHA and password quality checks and implemented them.

## 2009-2010 Real-time strategy game [Order of War](#)

Wargaming

Middle Developer

Windows

C++

internal game engine

Optimized code, developed game logic, implemented critical GUI elements.

- During my probation period, I doubled the throughput of the command queue between the game logic and graphics engine.
- Designed and implemented the core UI for creating and maintaining unit formations, a feature central to gameplay and user experience.

## 2008-2009 Automated migration of Linux systems from physical machines to VMs

[ltransition](#)

Middle Developer

Linux

Perl

C

Xen

VMWare

Implemented automatic configuration of the virtual hardware according to the specs of the physical hardware.

- Introduced practices of automated testing.

## 2007-2008 GUI for VoIP telephone

[ltransition](#)

Junior Developer

Windows

C++

wxWidgets

## Education

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### 2004-2009 — Specialist (equivalent to an MSc), Systems Engineering

Belarusian State University of Informatics and Radioelectronics

Department of Artificial Intelligence, Faculty of Information Technologies and Control

## Languages

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Russian native

English fluent

## Code examples

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[tiendil/feeds.fun](#)

News reader with LLM-based tagging and rule-based ranking.

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Updated on April 05, 2026