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Aliaksei Yaletski

Founding CTO · Engineering Manager · Lead

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Engineering leader with **two decades of hands-on 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 develop them together. My expertise ranges from game logic in C++ to cloud payment systems in Python; 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 the product with less rework. I'll prototype what's needed to inform design decisions.

You need long-term product success

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

Work Style

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 the team through shared ownership, design work, and deep code review.

Work

2024-2026 Professional sabbatical

R&D **Technical Writing** **Python** **TypeScript** **Rust** **PostgreSQL** **LLMs**

Read the full report on my blog.

- Created Feeds Fun, a news reader with LLM-based tagging — **nearly 400 GitHub stars**.
- **Refined engineering management approach** via essays on team autonomy and scientific practices.
- **Built AI coding-agent tools** for workflow control and project-context discovery: Donna, DepMesh.
- Completed an **entertainment IP development program**; see audience research and a business plan.
- Explored Rust with an emphasis on game-logic programming and system reliability.

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

Palta

Engineering Manager **Tech Lead** **Engineering Processes** **Hiring** **Onboarding** **Mentoring** **AWS** **Python** **TypeScript** **PostgreSQL** **Redis** **FastAPI**

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

- The platform was **integrated into 3 portfolio companies**.
- **Assembled and led a remote-first core team of 7 engineers**.
- Hired, onboarded, and mentored engineers, gradually transferring system ownership to them.
- Established an RFC-driven approach to architecture evolution and engineering processes. The majority of engineers wrote their first RFC during probation.
- Established a delivery process with **multiple releases per week and on-demand feature shipping**.
- Designed resilient payment flows with idempotency, safe retries, provider fallback, and state recovery.
- **Identified concurrency bugs in major Python libraries** (redis-py, psycopg) and prevented them from affecting our systems; related redis-py issues later caused **an OpenAI outage**.

2019-2021 Professional sabbatical

Technical Writing **Game Design** **Python** **Julia** **Deep Neural Networks**

Read the full report on my blog.

- Strengthened expertise in backend architecture, code analysis, and quality control.
- **Refined my game-design approach** via essays on worldbuilding, game mechanics, and MMO design.
- Explored Julia by prototyping a DSL for procedural generation.
- Refreshed fundamentals of mathematical analysis and deep neural networks.
- **Published 141 essays** on technology, gamedev, and thinking — longer than the first Harry Potter novel.

2017-2019 Mobile game My Cafe — 50M+ installs as of April 2019

Melsoft Games

Tech Lead **Linux** **Python** **PostgreSQL** **Redis** **Twisted** **Django** **Graphite** **Prometheus** **Grafana** **Ansible**

Owned backend architecture and core service development. Modernized legacy systems for scale and stability; advised on architecture and algorithm design.

- **Optimized the backend to handle 1.5M RPM (25k RPS)** with stable latency and low error rates.
- Stabilized payment processing and analytics logic, **reducing payment-related errors to zero**.
- Implemented scalable profile sharding, **reducing database load tenfold**.
- Built a GDPR service for data export and deletion across systems on short notice.
- Adapted backend logic to meet Chinese market requirements.
- **Introduced automated testing as a development practice.**
- Partnered with an analyst to develop systems for marketing campaigns and A/B testing.

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

Melsoft Games

Tech Lead **Hiring** **Onboarding** **Mentoring** **Linux** **Python** **MySQL** **Redis** **Twisted** **Django** **Fabric** **Graphite** **Grafana**

Fully owned the unified backend of 3 games. As an expert, advised colleagues on infrastructure, architecture, and algorithms.

- **Resurrected the legacy game backend**.
- Developed a payment service reused by another team for a different product.
- **Introduced practices for automated testing, CI/CD, and metrics collection**.
- Migrated the project from SVN to Git.
- Partnered with an analyst to develop systems for game metrics collection and marketing campaigns.

2012-2015 Text-based browser MMO game "The Tale"

The Tale

Founder **Engineering Processes** **Team Formation** **R&D** **Game Design** **Marketing** **Monetization** **Community Management** **Volunteer Coordination** **Linux** **Python** **JavaScript** **PostgreSQL** **Redis** **RabbitMQ** **Django**

Built and operated my own product from scratch, from prototyping to shutdown. Took on all roles, from backend and frontend development to game design, community management, and marketing.

- **Operated the game for 13 years** until its shutdown in 2024.
- **Reached 90k+ trial, 30k+ registered, and 2k+ paying players** with localization only in Russian; **activity peaked at 5k MAU and 2k DAU**.
- **Built a core team and coordinated volunteers**.
- **Designed advanced game systems**: a player-shaped persistent world, player-driven economy and governance, autonomous NPCs with dynamic personalities, and player-authored entity lore.
- Implemented automated quality control, **enabling development without dedicated QA**.
- Developed advanced procedural generators for Russian text, quests, and the world map.
- Open-sourced the code and the game lore.

2010-2012 Web portal World of Tanks, metagame "Clan Wars"

Wargaming

Senior Developer **Mentoring** **Linux** **Python** **JavaScript** **PostgreSQL** **Memcached** **RabbitMQ** **Django** **jQuery**

Owned the entire web portal codebase, including registration, player and clan profiles, clan management, player statistics, ratings, tournaments, the clan metagame, news, and internationalization.

- **Transitioned with the team from client-side C++ to Python backend development** and built the portal for one of the most successful online games.
- Expanded ownership from several subsystems to the entire portal.
- **Partnered with a colleague to design the clan metagame's UI/UX**.
- Defined requirements for CAPTCHA and password quality checks.

2009-2010 Real-time strategy game Order of War

Wargaming

Mid-level Developer **Windows** **C++** **internal game engine**

Optimized code and developed game logic, including critical GUI elements.

- **Doubled command-queue throughput** between the game logic and graphics engine during probation.
- **Designed and implemented the unit-formation UI**, central to gameplay and UX.

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

Itransition

Middle Developer **Linux** **Perl** **C** **Xen** **VMware**

Automated virtual hardware configuration based on physical machine specifications.

- Introduced automated testing as a development practice.

2007-2008 GUI for a VoIP telephone

Itransition

Junior Developer **Windows** **C++** **wxWidgets**

Education

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

Russian native

English fluent

Code Examples

tiendil/feeds.fun News reader with LLM-based tagging and rule-based ranking.

Interesting Facts

- All em dashes in this CV are human-made.
- I've been coding in Emacs since around 2008.
- My blog runs on an open-source engine I built myself. MCP server included.
- Players of my game The Tale wrote 1000+ fanfiction stories set in its world.
- Placed 3rd in the 2006 ACM ICPC Western Subregion quarterfinal.
- I regularly publish long-form essays on complex topics I've studied and questions I have strong opinions on.