

Leonid Sopov

Software Engineer @ Golang, Python, Perl

🌐 Belgrade, Serbia

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Russian: Native

English: [Intermediate](#)

Backend Engineer with over 20 years of experience, currently focused on Golang and Python. Long-term background in Perl, with a strong track record in backend systems, legacy modernization, API design, and automation. Currently at [My.Games](#), building secure and reliable payment services. Previously at [Acronis](#), contributed to backend migrations from Perl to Go and Python, and worked on high-load systems and core refactoring.

Perl Developer

[My.Games](#) — Payment Solutions Department (Mar 2024 – Now)

Working on secure and reliable payment processing systems with a focus on PCI DSS compliance and regulatory requirements (GDPR, DORA, PSD2, corporate InfoSec policy).

- Maintain and modernize legacy payment services written in Perl.
- Refactor and improve codebase for better security and maintainability.
- Write automated tests and enforce coding standards.
- Migrate services from virtual machines to containerized infrastructure using Docker (docker-compose), Kubernetes, and AWS.
- Reverse-engineer undocumented legacy systems to restore understanding.
- Collaborate across teams to streamline workflows and ensure compliance.

Golang & Python Developer

[Acronis](#) — Platform Department (Jul 2020 – Jan 2024 //3 yrs 7 mons)

Worked on core backend services and internal tooling with a focus on code migration, automation, and system reliability.

- Developed a Python parser to convert XLSX configuration files into YAML.
- Implemented E2E test functions using Gherkin and Python.
- Built and maintained the Reporting Service for cleaning up legacy MySQL partitions.
- Migrated API endpoints in the Account Server (monolith in Golang/Python) from Python to Go, fixing critical issues.
- Provided Tier 4 (T4) support and deep technical troubleshooting.
- Migrated legacy Perl code to Golang across multiple components.
- Rewrote Serial Number parsing logic from C++ to Golang, exposing it as a REST API.

Lead of Perl Development Team

[Acronis](#) – Perl Applications Department (Nov 2019 – Jul 2021 //1 yr 9 mons)

Worked at Acronis since 2008 in various backend roles before taking on a leadership position.

Led a team of 2 developers (previously up to 6), responsible for core internal services and infrastructure tools.

- Mentored and supported a team of two developers, ensuring professional growth and effective collaboration.
- Oversaw code quality, implemented unit testing standards, and maintained internal documentation (including POD).
- Acted as Release Manager, coordinating deployments and system updates.
- Wrote detailed design documentation and clarified undocumented system internals.
- Introduced and enforced code review practices and Perl Best Practices.
- Migrated a 122,000-line Perl codebase and containerized services using Docker.
- Facilitated cross-team collaboration and knowledge sharing.

More details available on [LinkedIn](#).

Experience

- Perl Developer – My.Games (Mar 2024 – Now)
- Golang/Python Developer – Acronis (Jul 2020 – Jan 2024 //3 yrs 7 mons)
- Perl Developer/Team Lead – Acronis (Feb 2008 – Jul 2020 //12 yrs 6 mons)

Skills

Programming languages: Golang, Python, Perl, JavaScript, jQuery, SQL, bash, HTML, CSS, JSON, YAML, XML, REST API, RAML, Swagger.

Technologies: Docker, Docker Compose, Kubernetes, Apache, Nginx, Traefik, DNS, Jenkins, macOS, CentOS.

Compliance & Regulations: PCI DSS, GDPR, DORA, PSD2, Corporate InfoSec Policies.

Databases: MySQL, MariaDB, SQLite, RabbitMQ, Memcached.

Cyber Security: OWASP, SQL Injection, Script Injection, XXE, XSS, [CTF](#).

IDEs/Services: JetBrains, Goland, PyCharm, VSCode, JIRA (JQL), Confluence, Bitbucket, Git.