

Leonid Sopov

Software Engineer @ Golang, Python

 Belgrade, Serbia

 [@leonidsopov](#)

 leonid@sopov.org

 [@leonidsopov](#)

 [@sopov](#)

Russian: Native

English: [Intermediate](#)

Experienced Software Engineer with 19 years in backend development using Perl, Golang, and Python. Currently working at [My.Games](#) in the Payment Solutions Department, developing payment processing services with a focus on security and reliability.

Strong background in legacy system modernization, reverse engineering, and code refactoring. Skilled in API development, backend services, and automation.

Previously, at [Acronis](#), I worked on backend services, automation, and API development, leading the migration of legacy Perl systems to Golang and Python.

Perl Developer

My.Games (Mar 2024 – Now)

I work in the Payment Solutions Department, developing and maintaining payment processing services while ensuring PCI DSS compliance. My responsibilities include:

- Supporting and modernizing legacy payment processing systems written in Perl.
- Refactoring and improving existing code to enhance security and maintainability.
- Writing automated tests and enforcing coding standards to ensure system reliability.
- Migrating services from virtual machines to Docker, with a future transition to Kubernetes.
- Conducting reverse engineering of undocumented codebases to improve system understanding and functionality.
- Collaborating with other teams to streamline payment transaction workflows and ensure compliance with industry standards.

Golang/Python Developer

Acronis (Jul 2020 – Jan 2024)

After transitioning to the Platform Department, I collaborated on the Licensing Server, focusing on Golang development and bug fixes.

During this period, I:

- Developed a parser to convert configuration files from multiple XLSX sheets to YAML using Python.
- Implemented functions for end-to-end (E2E) testing with Gherkin and Python.
- Developed and maintained the Reporting Service, a tool designed to clean up legacy partitions in MySQL tables.
- Contributed to the support and evolution of the Account Server (a monolithic architecture using Golang and Python), transitioning API endpoints from Python to Golang and resolving critical issues.
- Provided T4-level support, delivering advanced technical assistance and ensuring swift problem resolution.
- Migrated the existing codebase from Perl to Golang.
- Rewrote the Serial Number parsing library, transitioning it from C++ to Golang, now operating as a REST API service.

Experience

- Perl Developer – My.Games (Mar 2024 – Now)
- Golang/Python Developer – Acronis (Jul 2020 – Jan 2024)
- Perl Developer/Team Lead – Acronis (Feb 2008 – Jul 2021)

Skills

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