

DOVLET EMINOV

Backend Developer

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PROFESSIONAL SUMMARY

Results-driven backend and full-stack developer with hands-on experience building microservices, REST APIs, admin panels, and automation tools. Strong background in Python (FastAPI, Django), Go (Gin), Node.js/TypeScript, and C#. Skilled in designing scalable services, integrating message queues, managing databases (Postgres, MongoDB), and deploying containerized systems with Docker. Passionate about clean architecture, performance, automation, and delivering production-ready solutions.

WORK EXPERIENCE

PAYHAS - Translation Center • Middle Full-Stack Engineer

Remote, Turkmenistan • 2024-2025

- **12+ REST** endpoints designed and implemented for core payment workflows (Node.js / Go / FastAPI).
- **37% reduction** in average API latency (**420ms** → **265ms**) after optimizing query paths and adding caching layers.
- **60% fewer** database queries per purchase flow via denormalization and Redis caching, reducing DB load during peak hours.
- **150k+ API requests** handled daily with sustained **99.95%** service availability across production services.
- **4 microservices** added to the platform (Auth, Payments, Reconciliation, Webhooks) and integrated into CI/CD pipelines.
- **80%** automated test coverage on backend modules after adding unit and integration suites (pytest / go test).

FUNTOP • Middle Game Developer

On-site, Turkmenistan • 2022-2024

- Developed and maintained **5+ mobile game features** using Unity and C#, improving gameplay stability and performance by **30%**.
- Participated in full development cycle for **3 released game projects**, each reaching **10K–50K+ downloads** in first months after release.
- Optimized game performance, reducing average frame time by **25%** and lowering memory usage by **15–20%** across core scenes.
- Implemented gameplay mechanics, UI systems, and player progression features, contributing to **+18% player retention (Day 7)**.
- Fixed and resolved **150+ bugs** reported via QA and player feedback systems, decreasing crash rate by **40%**.
- Collaborated with team of **6–10 developers, designers, and artists** using Git-based workflows and Agile sprints (2-week cycles).

EDUCATION

International University for the Humanities and Development • 2020-2024

- Bachelor's degree: Computer Science
- Coursework: Data Structures, Algorithms, Databases, Statistics, Cybersecurity, Calculus

SKILLS

- **Programming Languages:** Python, Go, C#, JavaScript, TypeScript, SQL
- **Frameworks & Libraries:** FastAPI, Django, Gin, Unity, React
- **Databases & Data Engineering Tools:** Postgres, MySQL, MongoDB, Redis, Pydantic, Alembic, SQLAlchemy, Firebase, Elastic Search
- **Software & Tools:** WebSockets, Git, Swagger, API Documentation, Unit Testing (Jest, Pytest), Integration Testing
- **DevOps, Monitoring & Observability:** Docker, Kubernetes, Nginx, Linux, CI/CD Pipelines, Deployments, Prometheus, Grafana
- **Intangibles:** Organization, Leadership, Communication, Logical Reasoning, Solution Development, Debugging & Problem Solving,