



Artem Kondratev

Devops/C++ Dev.

DevOps engineer with a strong C++ development background, experienced in CI/CD, cloud infrastructure, and production system operations.

Контакты

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📍 @unrealisto

Skills

CI/CD & Automation

Jenkins, GitLab CI, Ansible, IaC

Infrastructure

Linux, Proxmox, Docker, Docker Compose

Monitoring

Grafana, Prometheus, Alertmanager

Networking & Proxies

Nginx, VPN (Remnawave)

Databases

PostgreSQL

Development

C++, Unreal Engine, Bash, PowerShell, Python, JavaScript/Node.js

Languages

English: professional

Russian: native

Education

Bachelor's degree in Design
Saint Petersburg State Institute
of Film and Television, Russia
2012 – 2017

DevOps Engineer

LagomVPN, Feb 2025 – Present

- Built a monitoring system for all nodes on Grafana: metrics, dashboards, alerting. Moved observability from scattered quick fixes to a systematic approach
- Automated server configuration with Ansible, eliminated configuration drift, and brought the fleet to a consistent state
- Managed virtualization on Proxmox: infrastructure deployment and maintenance
- Prepared infrastructure, monitoring, and configuration management for the migration of services to a new data center
- Maintained the production environment: Docker Compose, PostgreSQL, Nginx

DevOps Engineer

Azur Games, Sep 2023 – Feb 2025

- Built and maintained a CI/CD pipeline for C++ Unreal Engine projects
- Automated build, testing, and deployment processes
- Containerized services and internal tools with Docker
- Set up monitoring, logging, and alerting
- Supported production systems and took part in incident investigation
- Worked with development teams on infrastructure and release processes

UE C++ Developer

Azur Games, Aug 2020 – Sep 2023

- Integrated Unreal Engine into the company's video marketing pipeline, significantly speeding up production of high-quality promo content
- Developed and launched an onboarding course for new employees, speeding up their ramp-up on Unreal Engine workflows
- Created 10+ production-ready tools, plugins, and designer-friendly "playable" asset packs that enable fast scene assembly and video editing directly in the engine without engineer involvement
- Developed Azur DropPod, an internal plugin management system (C++ / Qt) for automated distribution, versioning, and installation of Unreal Engine plugins across the team
- Founded and led an R&D unit focused on researching game hypotheses, developing technical prototypes, and creating advanced advertising content with Unreal Engine

UE C++ Developer

Anvio VR, Jan 2018 – Aug 2020

- Developed interactive VR games for the company's own VR venues, including gameplay systems, interaction mechanics, and event-driven scenarios
- Optimized projects for real VR installations with strict performance, stability, and latency requirements
- Tested and debugged directly on VR arenas, improving user experience, comfort, interaction accuracy, and reliability
- Worked closely with artists, designers, and hardware engineers to deliver polished, stable VR solutions
- Contributed to R&D initiatives exploring new VR interaction models and immersive technologies, and to prototype development