

# Leonid Sopov

Golang Software Engineer

🌐 Belgrade, Serbia

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Russian: Native

English: [Intermediate](#)

Golang Developer with hands-on experience in backend services and API development. Currently working at [My.Games](#) (in a Perl-based environment), but previously focused on Golang-based service migrations and backend architecture improvements. Skilled in refactoring legacy code, transitioning to Go microservices, and optimizing performance. At [Acronis](#), helped migrate legacy systems from Perl to Golang, rewrote C++ libraries in Go, and supported high-load services.

## 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 backend services and internal tools, with a primary focus on Golang development and later involvement in Python-based automation and testing.

- Migrated legacy components from Perl to Golang, improving performance and maintainability.
- Rewrote the Serial Number parsing library from C++ to Golang, exposing it as a REST API.
- Contributed to the evolution of the Account Server (monolith in Go/Python), migrating API endpoints from Python to Go and resolving critical issues.
- Developed a parser to convert configuration files from XLSX to YAML using Python.
- Built and maintained the Reporting Service to clean up MySQL table partitions.
- Implemented end-to-end (E2E) tests using Gherkin and Python.
- Provided Tier 4 (T4) support, resolving complex technical issues across systems.

## 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:** Goland, VSCode, JIRA (JQL), Confluence, Bitbucket, Git.