



# Senior Software Engineer (Platform, Commerce)

Wargaming

## Job Overview

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**Location:** Minsk, Belarus  
**Address:** Беларусь, Минск  
**Website:** <http://wargaming.com>

## Description

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**Wargaming** is looking for a **Senior Software Engineer** to our Commerce Platform team, that allows top games to monetize their popularity. We develop web shop, allow in-game purchases, integrate with external payment gateways, provide extensive tooling for sale event managers and support engineers, support different monetization strategies, handle high load distributed long-running transactions, automate money-related business processes, track and adapt the cutting-edge e-commerce technologies. Our big mission is to make Wargaming a powerful publishing platform with the commerce as its part.

### What will you do?

- Make the software and solution architecture decisions
- Participate in building the team technical vision and effectively drive its parts
- Evangelize technology, e.g., prepare workshops, meet-ups
- Design and implement the best practices in code-style and engineering culture
- Be responsible for SDLC: tooling, CI/CD process, monitoring and alerting
- Ensure non-functional requirements: resilience, robustness, performance requirements
- Be communicative: build partnership with stakeholders, teammates, and colleagues
- Intensively develop business logic of the Commerce Platform
- Pro-actively improve business flows and operational effectiveness of the Commerce Platform

### What are we looking for?

- 5+ years of experience as a server-side software engineer in UNIX environment using at least 2 programming languages
- 2+ years of experience building highly-scalable, distributed systems
- Effective communication skills: experience in stakeholder management, adapting communicative

approaches and conversation style according to goals and target audience, leading tough (resistance assumed) discussions

- Experience with Python / Erlang / Elixir / Ruby
- Understanding of SQL, NoSQL, column-oriented, object, blob and other databases and storage solutions
- Experience with messaging and/or streaming systems, cloud computing and/or micro-service architectures
- Foundation in computer science: databases and indexes, O(n) and algorithmic complexities
- High aptitude and technology-agnostic approach of engineering
- What additional skills will help you stand out?
- Experience with cutting-edge e-commerce technologies
- Experience with long-running transactions in distributed systems
- Experience in building in-house SDLC
- Experience in automation of business processes

#### **About Wargaming:**

Wargaming is an award-winning online game developer and publisher headquartered in Nicosia, Cyprus. Operating since 1998, Wargaming has grown to become one of the leaders in the gaming industry with 5,500 employees and 18 offices spread all over the world. Over 200 million players enjoy Wargaming's titles across all major gaming platforms. Our flagship products include the free-to-play hits World of Tanks and World of Warships, as well as World of Tanks Blitz — the critically acclaimed mobile tank shooter with cross-platform support.

A career in our company is always an interesting challenge, as well as the experience that you gain working together with world-class experts.

Are you up to the challenge?!

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