

Lea Silakov

Fullstack Developer / Analyst / Esports consultant

PROFILE

Lea is a passionate full stack developer and data scientist with experience of engineering and creating complex projects. He has a passion for esports, data science and analytics, as well as researching new or unpopular technologies and dealing with unusual problems.

EXPERIENCE

Spectral.gg — JAN 2017 - PRESENT

- Developed analytical platforms (multiple different projects) for esports teams from scratch, using microservices (server daemons with **ReactPHP** and **Node.js** for caching and monitoring new matches, custom database management library for PHP, MySQL/PostgreSQL depending on a project)
- Created UI/UX and data visualization for analytical platforms (Angular.js (legacy), **React.js**, vis.js)
- Created toolset for monitoring server events and sending alerts, as well as cross-server system alerts daemon (**ReactPHP**, bash)
- Automated server routines and core tasks
- Development of server side toolset for data analysis (D)
- Worked on data visualization and related content for social media

PGL Dota Pro Circuit 2023, Remote — *Broadcast Support / Statistician* — OCT 2022

- Provided data collection and analysis, developed a set of tools and APIs for production
- Provided API for historical match data, milestones, records and statistics for broadcast and social media
- Provided daily analysis on teams performance and predictions for talents

Valve/PGL The International 2022 (esports event), Singapore — *Broadcast Support / Statistician* — OCT 2022

Valve/PGL The International 2021 (esports event), Bucharest — *Broadcast Support / Statistician* — OCT 2021

- Worked with Valve Corporation and PGL on award winning The International events series
- Provided data collection and analysis, developed a set of tools and APIs for production
- Provided API for historical match data, milestones, records and statistics for broadcast and social media
- Provided daily analysis on teams performance and predictions for talents

Winstrike, Moscow — *Fullstack Developer / Analyst* — OCT 2018 - APR 2021

- Fully engineered and developed analytical platform for esports teams (backend: **PHP7** + **ReactPHP**, frontend: **Angular.js**)
- Business analytics and data research for computer clubs
- Improved processes of data monitoring for computer clubs software (React.js, Electron, TypeScript)
- Backend development, toolset for notifications mailing list and technical support via Telegram (TypeScript)

Internship: Russian Academy of Education, Moscow — *Junior Fullstack Developer* — OCT 2017 - NOV 2018

- Wrote UI for multiple components **Angular.js** based frontend development
- Configured development tools with Webpack and Docker (and reconfigured previously used Vagrant)
- Backend development with Loopback.js and Node, Data analysis

NON-TECH EXPERIENCE

Tundra Esports (Dota 2 team), Team's analyst — DEC 2022 - PRESENT

Into The Breach (Dota 2 team), Team's analyst — MAY 2022 - DEC 2022

HellRaisers (Dota 2 team), Team's analyst — DEC 2021 - DEC 2022

PuckChamp (Dota 2 team), Team's analyst — FEB 2021 - MAY 2022

Freelance Data Consultant for esports (organizations/talents) — NOV 2018 - PRESENT

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LANGUAGES

Russian: Native

English: Fluent

SKILLS

Major experience: PHP, ReactPHP, Node.js, JavaScript/TypeScript, SQL (MySQL, PostgreSQL), React.js, CSS/SCSS, git, Linux, Data Analysis and Statistics

Medium experience: Laravel, D

Worked with: Go, Java, Redis, Docker, Hadoop

EDUCATION

MIREA, Moscow — *Master* — Computer Software Engineering (data analysis direction) — 2018 - 2020 (paused)

MIREA, Moscow — *Bachelor* — Computer Software Engineering — 2014 - 2018

HOBBIES

Data Science and Analytics
Esports (Dota 2, working with professional teams and players as coach/analyst)
Analytics in esports
Experiments with unpopular or new technologies and solutions (D language, ReactPHP, Rust, etc)