

# Lea Silakov

Backend Developer / Analyst / Statistician / Esports consultant

## PROFILE

I am a passionate developer with 8 year experience in backend development, data science and analytics, as well as engineering and creating complex projects. My projects are used by professionals in the scene, such as Valve Software, PGL, Tundra Esports.

I am passionate about esports, data science and analytics, open source, as well as researching new technologies and dealing with unusual problems. My non-developer experiences include translating projects and articles, esports consulting and entertainment in esports.

## EXPERIENCE

### Spectral.gg — JAN 2017 - PRESENT

- **Created from the ground up** an analytical platform for esports, providing data for players, tournament hosts, talents and professional teams. Developed and managed all aspects of it myself, starting with frontend/backend development for multiple components of the projects and database management, ending with operation automations, devops, design and visual art.
- Developed **from scratch** analytical platforms (multiple different projects) for esports teams, tournament organizers, analysts and casual player, 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).
- Provided backend tools, used to power multiple international esports events, including multiple award winning tournaments (listed below). Notable collaborations include but not limited to **Valve Software** and **PGL**, as well as major community leagues and events. Provided data support for **"True Sight Insights"** documentary series.
- Created UI/UX and data visualization for analytical platforms (Angular.js (for older projects), **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, including league reports update routines, match analysis and regular data collection and analytics for large datasets. **Database query optimizations** for these large datasets (including optimizations for legacy versions of MySQL). Improving main report calculations update loop runtime speeds.
- Implemented a custom server events and site usage statistics logger and reports (**Go**, **PostgreSQL**).
- Developed server side toolset for data analysis and live match updates monitoring (D, Go)
- Worked on data visualization and related content for social media (esports events and competitive teams/personalities).
- Provided esports stats consulting to various organizations and specialists in the scene.
- Managed translations of the project and articles from English to Russian and Ukrainian

### Valve/PGL The International 2023 (esports event), Seattle — *Broadcast Support / Statistician* — OCT 2023

### PGL Dota Pro Circuit 2023 (esports league), Remote — *Broadcast Support / Statistician* — JAN 2023 - MAY 2023

### 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 2022

- Worked with **Valve Corporation** and **PGL** on **award winning "The International" events series** and Dota Pro Circuit series
- Provided data collection and analysis, developed a set of tools and APIs used by 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
- Worked on developing ideas and providing data for "educational entertainment" segments

✉ me@ileamare.ru  
📍 ileamare  
🌐 ileamare  
🌐 <https://ileamare.ru/>  
🌐 <https://spectral.gg/>

## LANGUAGES

**Russian:** Native

**English:** Fluent

## SKILLS

**Major experience:** PHP, ReactPHP, Node.js, JavaScript/TypeScript, SQL (MySQL, PostgreSQL), Data Analysis and Statistics, Translations (between Russian and English)

**Medium experience:** React.js, CSS/SCSS, Laravel, D, Go

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

## EDUCATION

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

**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 (e)sports  
- Experiments with new technologies and solutions (Zig, D, ReactPHP, Rust, etc)  
- Writing short stories, worldbuilding, screenplay theory  
- Wrote multiple articles with esports stats entertainment research about new features and metrics, along with insights into esports events. All articles available in Russian and English (<https://ileamare.medium.com/>)

## **Multibrands Digital Cy Ltd, Remote — Fullstack Developer —** MAY 2021 - OCT 2021

- Worked on one of the betting-related projects (**PHP, Laravel, Vue, SCSS**).
- Implemented and designed several sections, related to betting analytics, as well as sections related to members leaderboards and featured experts. Redesigned pages for bets and experts profiles and made them responsive.
- Optimized database queries for expert and members leaderboards, featured experts.

## **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, breaking down customers in every club and region by cohorts, processes of interest and PC usage patterns by studying process analytics
- Improved processes of data monitoring for computer clubs software by optimizing server-side SQL queries and implementing Windows process monitoring in a PC blocker software (**React.js, Electron, TypeScript, PostgreSQL**)
- Backend development, toolset for server analytics and 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, using MongoDB as a database for analytical platform for psychological research

## **NON-TECH EXPERIENCE**

**Tundra Esports (Dota 2 team), Team's analyst —** DEC 2022 - NOV 2023

**STRATZ, Community translations in Russian, project ambassador, —** JAN 2019 - PRESENT

**Dota 2 RPC, Community translations in Russian and Ukrainian —** 2022

**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

**Luckbox, Content writer for Dota 2 section —** JAN 2019 - DEC 2019