

Panov Eduard

Elixir / Phoenix / Ruby developer

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Location: Thailand (Open to Remote)



Professional Profile

Experienced Backend Engineer with a 20-year track record in web development, business automation, and complex system integration. Originally starting my career with a background in Applied Mathematics and C++, I have spent the last 15+ years building robust web applications. Currently focused on leveraging my deep architectural experience to build real-time, scalable systems using Elixir and Phoenix.

Core Technical Stack

- **Primary Ecosystem:** Elixir, Phoenix, LiveView, OTP, Ecto
- **Real-Time & Concurrency:** Phoenix Channels, WebSockets, PubSub, GenServer/Supervisor fault-tolerance patterns
- **Secondary Ecosystem:** Ruby on Rails (15+ years)
- **Databases:** SQL (PostgreSQL, MySQL), NoSQL (Redis, MongoDB)
- **Mobile & Frontend:** React Native, Expo, TypeScript, Firebase
- **Other Languages:** Python, C++
- **DevOps & Infrastructure:** Docker, Linux Server Administration, Nginx, Apache, CI/CD (GitHub Actions, GitLab CI), Prometheus, Grafana, Zabbix

Professional experience:

[Awaken Protocol](#) | Lead Elixir Engineer / Architect | Oct 2024 – Present

Independent technical prototype / proof-of-concept for a real-time MMO architecture in Elixir; currently paused (no live production users).

Project Highlights & Achievements:

- **Server Game Architecture:** Designed and built a real-time, persistent MMO game server using Elixir, managing high-concurrency connections and live game state.

Leveraged OTP supervision trees to isolate failures at the process level, so individual crashes are automatically recovered without affecting other players or overall server uptime.

- **Server-Side Script Execution:** Architected and implemented an automated gameplay system allowing players to deploy custom code executed securely on the server side, keeping player assets active while offline. Each player script runs in its own lightweight, isolated BEAM process, giving per-script fault and memory isolation so a single misbehaving script cannot affect other players or crash the server.
- **Cross-Platform Client:** Developed the game client using TypeScript and wrapped it into an Electron application for seamless cross-platform desktop deployment.
- **Full Ecosystem Integration:** Built the public-facing platform using Phoenix, tightly integrated with the live game server, and established a robust DevOps pipeline with comprehensive infrastructure and game server monitoring based on Prometheus and Grafana.

[Easy8 Software s.r.o.](#) | Ruby on Rails Engineer | Oct 2020 – Sept 2024

Selected Project Highlights & Achievements:

- **Enterprise Core Development:** Maintained and enhanced core modules and plugins for large-scale enterprise project management software used globally.
- **FTS and Performance Optimization:** Engineered a specialized Full-Text Search (FTS) module using a hybrid Ruby and C++ architecture, replacing ad-hoc database queries that previously took several minutes to return results. The new module returns results within 1 second for 95% of queries across massive enterprise datasets.
- **SSO/SAML Authorization:** Refactored and extended the SSO/SAML authorization module, adding new Identity Provider (IdP) integrations and simplifying configuration to make authorization setup clearer and easier to maintain.
- **API/GraphQL Development:** Designed and implemented GraphQL API layers exposing data across multiple modules of the enterprise platform, enabling consistent, structured access for internal and third-party integrations.
- **Knowledge Base Migration:** Integrated BlueSpice wiki and built an automated migration pipeline to move the corporation's knowledge base into the new media platform, preserving content structure and cutting manual migration effort.
- **AI Assistant Implementation:** participated in researched, designed, and implemented an AI-powered assistant subsystem using Python, Ruby, and LangChain to automate user workflows, core agents tools, RAG based knowledge base.

Backend Engineer / Contract Tech Lead | [Evrone](#), Good Bit Labs, Smart-Story and so on | 2010 – 2020

- **Role Overview:** Partnered with development agencies and engineering teams to architect, scale, and deliver complex backend ecosystems. Provided technical leadership, system architecture design, and hands-on development across diverse enterprise domains.

Selected Project Highlights & Achievements:

- **Enterprise ERP/CRM Engineering:** Architected and integrated core modules (SCM, Sales, HR, Accounting) for Smart-Story, a comprehensive corporate ERP.
- **Advanced System Integration:** Successfully unified heterogeneous information systems, developing custom plugins to bridge enterprise web applications with infrastructure network equipment including Zabbix, OpenVPN, and Mikrotik.
- **Media Portal Architecture:** Scaled and maintained municipal media portals ensuring reliable uptime for public-facing city services and events.

Lead Solutions Architect | Fossa, Programming Bureau | 2006 – 2010 (4 Years)

Led a business automation agency specializing in BMS for small and medium-sized businesses. Spearheaded technical strategy, managed engineering teams, and aligned software architecture with client business goals.

- **System Architecture:** Designed and oversaw the deployment of business automation platforms for more than one hundred clients.
- **Team Leadership:** Built and led a fully remote, cross-functional team of up to 10-12 developers and project managers, establishing communication and delivery processes that kept a distributed team aligned on shared priorities and product delivery for the local market.
- **Technical Stakeholder Management:** Translated complex business requirements from enterprise clients into robust technical specifications, bridging the gap between business logic and backend architecture.
- **Operational Excellence:** Handled end-to-end company operations, client negotiations, and resource allocation.

Consulting group RUNA | Software Developer (1C/C++) | 2003 – 2006

- Analysis of the company's business processes. Design and development of a new corporate information system. Designing and creating an optimal migration mechanism for more than 500 company users.

[Intel Corporation](#) | C++ Developer | 2001 – 2003

- **Algorithm Optimization:** Optimized performance for audio codecs and implemented complex mathematical algorithms for 3D spatial sound positioning within the Intel Integrated Performance Primitives (IPP) project.

Education: Bachelor Applied Mathematics. Bauman Moscow State Technical University, Fundamental Sciences.

Latest Personal Projects:

- [PushUp](#) | Mobile Application (In Development) | React Native and TypeScript, leveraging the Expo platform and Elixir server backend.
A mobile app that helps people track and change their habits and well-being.
- [StillMe](#) | PWA web application | Elixir, Phoenix.
A private space for honest reflection and receiving wisdom from who you'll become in five years.

Languages: English, Russian