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Technical Lead, System Architect

ABOUT ME

I've been developing reliable and extensible systems for more than 20 years. I've created technological solutions for healthcare systems, robotics and aerospace, hardware and software virtualization, and embedded systems.

I'm interested in voice-enabled interfaces, robotics and human-robot communication systems. My job involves a high level of interaction with Cloud Computing, Hardware and Embedded Systems. Everything that is necessary to launch product from idea to production.

I assemble competent development teams across the world. I have successfully established processes with individuals from the United States, Canada, Russia, India, South Korea, the Philippines, China, and Pakistan.

Together, we harness new technologies to make the world a better place.

My skills in working with large federal projects and my ability to be a leader in difficult situations allow me to deploy large projects on time and keep the team healthy.

My favorite technical stacks include Go, C++, NodeJS, and Kotlin. AWS for cloud computing. I really enjoy PostgreSQL. Cassandra, ClickHouse and BigQuery are my go-to Big Data tools.

I have a highly positive view toward teams who rely on Java, C#, and Python in development. Less often I use PHP and Laravel.

Work experience

Director Of Engineering Lime Vizio (October 2023)

Lime Vizio, Inc. is a floral and gifting company managed by a talented and ambitious leader. This is an established business, with a multi-million-dollar turnover and established processes.

But projects have become more complex, and the demands on IT processes have increased.

The hardest part here was to apply new development practices to the company's already working products that generate the main profit without breaking anything and making it better.

It has been a long journey, involving many big and small innovations.

- I created a corporate GitHub repository and collected all the code scattered across virtual machines there.

- All WordPress products have been moved to GitHub. No direct deployment to production over FTP. Now it's 3-stage CI/CD with the ability to rollback at every stage.

- A 3-node failover cluster to remove a single point of failure.

- For all product we started collecting and analyzing information about our customers' behavior.

- We have connected centralized administration to enable product management from one place.

- Now we have connected the collection and analysis of sales data.

- New product line launched: Flowers in 4 Hours <https://flowersin4hours.com> and Holiday Blooms

<https://holidayblooms.com>. We used Go, Serverless, AWS Lambda, and a lot of AI automation to critically reduce the amount of manual work.

- My main contribution to the company's corporate culture is to avoid empty assumptions. We have enough data to get predictable results.

Director Of Engineering NFTee (April 2022 – October 2023)

The company's mission is to make cryptocurrencies more accessible to users. Create new values that could be purchased with cryptocurrency.

We started by offering other companies the implementation of a cryptocurrency payment ecosystem. The search for legal schemes for earning money on cryptocurrencies brought us together with game studios.

For gaming studios, we offered technologies for transferring in-game transactions to the blockchain.

Our main product is Speakease. A voice assistant that you can give a name to and it will respond to it. It recognizes the user by voice, helps navigate courses and make voice transactions.

It is a voice-controlled mobile/web application.

Voice-controlled applications necessitate cutting-edge UX design and core architectural research.

We designed and implemented a highly scalable / fault-tolerant architecture based on AWS lambda, which included:

- Voice authentication / authorization
- Voice navigation
- Voice asset management (Bitcoin, Solana, Ethereum, Polygon, Binance, Klaytn, Linea, Stellar, Tron)
- Multitasking at all levels
- Tasks and meanings conflict resolution.

It also demands a team of developers and designers who are capable of solving difficulties they have never seen before.

- We delivered on schedule
- Successfully passed Google's review and deployed to Google Play
- We passed an Astra Security third-party security audit and received an A+
- Integrate product with fiat On/Off Ramp

Voice Interfaces

Thinker Robot (September 2020 – April 2022)

The Intention Network (<https://int-t.com>) is an innovative way for interacting with your laptop or phone. Intention Network transforms your laptop or phone into an assistant. Simply by chatting with it, you can give it a name and ask it to accomplish something or assign a task.

It will find a means to finish the task, outsource it to another device, and be accountable for its completion.

Laptops will learn how to work with cameras, robots, hubs, routers, and other devices.

Lead Backend Developer OqtaCore GameTradeMarket (September 2021 – February 2022)

We have created a platform for exchanging gaming NFT tokens <https://gametrade.market>
It was first experience with creating whole back-end using AWS Lambda function to achieve best horizontal scaling.

We used a search in blockchain transactions to find which tokens a particular account owns and bridges to transfer specific NFT over different blockchain.

System Architect JSC Bars Group VIMIS (June 2019 – July 2021)

VIMIS stands for Vertically Integrated Medical Information System The system passed the PMI and was recommended for use by the Russian Federation's Ministry of Health.

Technically, it was a micro-service architecture consisting of 15 Subsystems. Security-critical services were located behind the DMZ in the secure circuit of the Russian Ministry of Health. While less security critical services were scaled across regions of Russia to ensure better availability. We used tree-like database structures so that each department could function effectively at its own level.

My team was responsible for a personal data subsystem, this security-critical subsystem was located inside the

DMZ contour, the system of access rights of departments and medical documents. Medical documents could be scaled to regions for better accessibility from clinics and ministries.

Frontend Developer Ministry of Culture State Information and Computing Center (December 2015 – June 2019)

We developed a system for electronic reporting by Cultural Objects: Museums, cinemas, libraries, historical centers throughout Russia.

When designing the system, it was necessary to take into account sharp traffic surges on the day of reporting and different speeds of Internet channels to the computing center.

One of our achievements was a client-server FLK, which helped fill out reports, calculated the values of automatic fields and, due to the fact that it could be executed entirely on the client, greatly unloaded the Internet channel.

Head of Frontend Development Winline (July 2014 – November 2015)

Development of a software package for the work of 60 sport bookmaking outlets throughout Russia
Software for cash registers providing work for cashiers in the outlets, taking, calculating, and paying bets.

Live monitors are used to display essential information to large screens.

Remote control software for monitors from cashiers' workstations.

Management of a five-developer resource group.

Senior Support Engineer Parallels (July 2011 – November 2013)

Work in the tier 3 support line of Parallels

Deployment of virtual workplace system in the Tax Office of Moscow

Ensuring successful passing through Microsoft SVVP for Parallels Server Bare Metal

Developed a line of products for automation of the error processing procedure for tier 2 support line

Education

Siberian Federal University

M.S.E. in Computer Science, Information Security