Kostiantyn Masliuk

SOFTWARE ENGINEER · OPEN SOURCE ENTHUSIAST

Prague, Czech Republic

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Professional Experience

Microsoft   *Prague, Czech Republic*
SOFTWARE ENGINEER   *Dec. 2020 - Now*

- Participating in modernization of GroupMe infrastructure by migrating to the managed kubernetes.
- Researched and executed several initiatives to reduce costs of existing GroupMe infrastructure.
- Worked on implementation of scalable asynchronous pipeline for messages deletion in GroupMe.
- Worked on effective integrations with Microsoft internal anti-spam and abuse reporting systems.

Mastercard (SessionM)   *Prague, Czech Republic*
SOFTWARE ENGINEER   *Aug. 2019 - Nov. 2020*

- Fully re-implemented and successfully launched (customer loyalty) distributed transaction processing system based on microservices Sagas pattern architecture.
- Worked on optimization and costs reduction associated with existing microservices AWS infrastructure.
- Instrumented the majority of existing services in vendor free fashion and prepared them to be easily migrated to OpenTelemetry.

Slotegrator   *Prague, Czech Republic*
SOFTWARE ENGINEER ARCHITECT   *Jul. 2018 - Aug. 2019*

- Designed, implemented and migrated core transaction processing system to custom resilient, scalable and secure storage, based on containerized ELK stack.
- Designed and built consistency and latency SLA demanding sub-system for analytics and reporting based on MapReduce async batch processing and custom DSL query builder.
- Implemented a number of third-party gaming API integrations while following zero trust security model.

Pissed Consumer   *Kharkiv, Ukraine*
MIDDLE SOFTWARE ENGINEER   *Jul. 2016 - Jun. 2018*

- Designed and applied major database schema optimizations and seamless migration from legacy database schema.
- Developed universal database trigger based activity history log storage that substantially improved observability of the system.
- Implemented complex content pre-moderation pipeline with dynamic set of rules to simplify manual reviews moderation process.

Self Employed   *Kharkiv, Ukraine*
JUNIOR SOFTWARE ENGINEER   *Nov. 2015 - Jul. 2016*

- Designed and built several game prototypes in C++ Cocos2dx: one, two, three.
- Built and maintained several small local business websites using PHP frameworks.

Aldec Inc.   *Kharkiv, Ukraine*
INTERN SOFTWARE ENGINEER   *Sep. 2015 - Nov. 2015*

- Worked on visual representation layer for integrated circuit designs verification solution in QT C++.

Education

Kharkiv National University of Radioelectronics   *Kharkiv, Ukraine*
M.A. IN COMPUTER ENGINEERING   *Sep. 2017 - Jan. 2019*

- Master's Thesis - "Raster image enhancing systems, using artificial neural networks"

Kharkiv National University of Radioelectronics   *Kharkiv, Ukraine*
B.S. IN COMPUTER ENGINEERING   *Sep. 2013 - Jun. 2017*

- Third year of studying - paid Internship at Kharkiv dept. of Aldec, Inc.

Open Source Projects

- **Gopium**, is a tool and VSCode extenstion that provides numbers of common transformations for Go structs, such as: cpu cache alignment, memory packing, false sharing guarding, etc.   *github*

- **Gohalt**, is a Go library that provides various throttlers and surronding tools to build throttling pipelines and rate limiters of any complexity adjusted to your specific needs. Gohalt provides an easy way to integrate throttling and rate limiting with your infrastructure through built in middlewares.   *github*

- **Gotcha**, is a library that seamlessly patches go runtime to provide a convenient way to track amount of heap allocated bytes, objects, calls per goroutine.   *github*

Professional Skills

Theoretical and Practical knowledge	Distributed Systems, Algorithms and Data Structures, System Architecting, Cloud Computing and Service Scalability, Data Intensive Applications, Service Reliability and Observability, Microservices, Serverless, Design Patterns, OOP, FP, TDD, DDD, BDD, CI/CD, REST, RPC, SQL, NoSQL
Infrastructure and Technologies	AWS, Docker (Swarm), Kubernetes, ELK stack, Terraform, Consul, Vault, MySQL, PostgreSQL, RabbitMQ, Kafka, Redis, Nginx, Prometheus
Programming languages	GO and ecosystem, C, C++, Python, JavaScript, Ruby
Frameworks and Tools	Flask, Rails, React, OpenTelemetry, Linux, Mac, Git, VSCode, Github
Soft Skills	Quick-learner, Agile, Hard-working, Patient, Good with Details, Open Source Enthusiast