Arthur Kushka.

principal engineer

contact.

London, United Kingdom
arhelmus@gmail.com
https://archdev.me

bio.

I help engineers build products with fun and ease at Facebook Reality Labs. Interested in designing intuitive and pleasant to use developer experiences. Supporting internal React Native based framework for Oculus VR headsets. Building next computing platform for AR, VR and wearable devices.

profiles.

- GitHub profile: Arhelmus
- Medium profile: @Arhelmus
- Speaker deck profile: ArchDev

education.

Bachelor's degree in Computer Science

Oles Honchar Dnipro National University

experience.

Facebook | Principal software engineer
London, United Kingdom | from December 2018

Working on developer tooling for XROS (novel AR/VR operating system) and VR application framework. Designing developer experience for next AR, VR and wearable devices computing platform. Leading developer tooling team of React Native based application framework for Oculus VR headsets.

AutoScout24 | Senior software engineer
Munich, Germany | January 2017 - December 2018

Worked on AWS cloud hosted high-load distributed systems. Lead internal Scala developer community and authored various internal core libraries and tools. Lead development of personalized car recommendation feed driven by machine learning algorithms.

WIX.com | Senior backend developer
Dnipro, Ukraine | September 2015 - December 2017

Worked on high-load distributed Scala backend for ecommerce as a service platform. Maintained CQRS event-sourcing data processing infrastructure. Integrated Elasticsearch as part of the data processing infrastructure and implemented search API for loosely structured data.

Freelance | Fullstack developer
Dnipro, Ukraine | October 2012 - August 2015

Helped customers to bootstrap MVPs, deliver new features to existing products and integrate with third-party services. Worked with projects using Scala, Groovy, PHP, NodeJS, AngularJS, Backbone, MySQL, MongoDB. Managed service deployments with Docker and continuous integration pipelines.