Oleksandr(Sasha) Syrotenko

Address is available by request

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BIO

My official name is Oleksandr, but I prefer the name **Sasha**.
I am a software engineer with 7+ years of experience in high-performance, distributed systems.
Active open-source contributor.
My **main** interest is the engineering of reliable, correct and performant software.
Recommendations are available by request.

AREAS OF INTEREST

– Database design challenges.

– High-performance distributed computing.

– Compiler middle-end and back-end design and development

– Complex systems testing approaches: fuzzy/bounce/chaos testing.

– Concurrent data structures and algorithms.

HIGHLIGHTS | KEY SKILLS AND ACHIEVEMENTS

- Main programming languages: C++, Rust, Java.
- SQL engine design and development from scratch (Hazelcast).
- Distributed stream processing engine design and development.
- DevOps capabilities: Docker, k8s, Terraform. AWS cloud.
- Solid systems and infrastructure programming capabilities and experience.
- Solid concurrency knowledge/experience in building high-load systems.
- Practicing of best practices and the best tools for code quality.
- Constant Computer Science knowledge application in production systems.

WORK EXPERIENCE

Gamedev startup, under NDA   **Kyiv, Ukraine (Hybrid)**
Senior Software Engineer/Architect, Contract   *December, 2024 - ...*

– Rust, ScyllaDB, Dragonfly, and Clickhouse.

– Full project from scratch to 100k CCU, including DevOps.

– Introduced AI agents into team development workflow, leading to enhanced developer productivity.

Hazelcast   **Kyiv, Ukraine (Remote)**
Senior Software Engineer: SQL engine / Jet stream processing engine maintainer   *January, 2021 – September, 2024*

– Distributed streaming processing engine developer in a diverse distributed team.

– Maintainer of the Hazelcast SQL engine and the Jet stream processing engine.

– Lead the partitioned data processing initiative with leads.

– Designed and developed migration-tolerant index scan support in Hazelcast SQL eng.

– Co-designed and developed stream-to-stream JOIN for SQL and streaming engines.

– Co-designed and implemented streaming window aggregations.

– Integrated multiple paid features in Hazelcast Jet

– Integration and support of SQL engine fuzzy testing (SQLancer).

Cybervision, Inc   **Kyiv, Ukraine (Remote)**
Software Engineer/Performance Engineer, Contract   *January, 2020 – January, 2021*

– Co-designed and developed high-performance IoT agent tool using C++17.

– As a performance engineer, squeezed more than 250% performance improvement compared to the original implementation.

– Developed agent application self-updating algorithm.

ActiveJ, ex-datakernel.io   **Kyiv, Ukraine**
Software Engineer in Java performance. Contract   *June 2019 – December 2019*

We have done efficient asynchronous Java framework for and scalable web, network and big data solutions.

– Created runtime class tweaking tool- "ActiveJ Specializer".

– Made ActiveJ serializers the fastest(!) in JVM world with my team.

– Made ActiveJ RPC and memcached RPC server one of the most performant in JVM world.

– Provided benchmarks for every major ActiveJ component.

Aeneas   **Kyiv, Ukraine**
Part-time Software Engineer   *December, 2017 – May, 2019*

Created a core and network part of a decentralized distributed platform based on Akka.

WORK EXPERIENCE (INTERNSHIP)

SAP SE   **Walldorf, Baden-Würtemberg, Germany**
Software Engineer Intern   *July 2018 – Sept 2018*

Integrated Google Cloud Functions for SAP DataHub, multicloud tool for data scientists.

EDUCATION

Taras Shevchenko National University of Kyiv   **Kyiv, Ukraine**
Software Engineering, Masters, GPA 88.4/100   *Sept 2013 – May 2019*