

KHRUL SERGEI

SENIOR BACKEND DEVELOPER & RESEARCHER

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ABOUT

Hi! I am a developer with over 18 years of experience in data processing, seeking a challenging position to apply expertise in architecting and implementing cutting-edge solutions for engineering challenges. My strong business acumen allows me to optimize project workflows and deliver exceptional products.

SKILLS & OTHER

- **Programming languages:** Java, GoLang, C#, React/Angular JavaScript, Solidity;
- **Message Brokers:** Kafka, RedPanda, RabbitMQ, AWS SQS
- **DBMS:** PostgreSQL, ClickHouse, MongoDB, MS SQL, MySQL.
- **CI/CD:** AWS Ecosystem + Terraform, Docker + Kubernetes, CloudFlare, Jenkins.
- **Frameworks:** Spring, Protobuf, Reactor, Swagger, Junit, SmartFox Server, Unity, Unigine, WPF, Selenium.

PROFESSIONAL EXPERIENCE

Game Developer, Freelance (Canada, EU, Argentina)

2024 - now

Main projects: 1) MMO football game with WebGL support. 2) Casual and tap-style games for Telegram MiniApps.

- Developed an AI-driven training system that autonomously monitors and manages bot scripts, resulting in over 600 daily user bans.
- Designed and implemented server-side scaling solutions to efficiently handle 10,000 concurrent user sessions.

Lead Crypto Developer, Firmshift B.V (EU, US)

2022 - 2025

Main projects: 1) Gamified meme token launchpad for TG mini-app, including an ERC-4337 AO wallet. 2) Omnichain protocol on Cosmos SDK for swaps and bridging in EVM networks. 3) Statistical platform for a multichain DEX.

- Architected and built 7 complex scalable systems within the cryptocurrency, Web3, and related domains, with focus on innovative solutions.
- Enhanced protocol to support gas fee payments in 3 additional destination chains during cross-chain swaps.

Lead Full Stack Developer, Bergmann InfoTech (Germany)

2020 - 2022

Main projects: 1) Cyber-sports arena with secure cryptocurrency accounting and MMO games real-time telemetry data processing for tournaments dashboards. 2) NFT-marketplace with layered image generator and frontend with token minting.

- Built over 10 digital distributed platforms ranging from video analytics to finance.
- Achieved a 60% increase in data search speed from multiple Data sources.

Technical manager, Leroy Merlin Intégration - Bassin Marseillais (France)

2017-2020

Main projects: 1) Online video conferencing systems. 2) Highly loaded system for factoring service of large FMCG companies.

- Successfully guided the development of diverse platforms, frequently contributing to significant project wins, contract expansions, and efficiency workers improvements. Secured contracts exceeding \$10 million in profit for the company.
- Recruited over 20 developers by upscaling the hiring process and effectively oversaw a team of 25 employees.

Software Engineer, Team Lead, HUGHES Satellite Monitoring Center (US)

2010 - 2017

Main projects: 1) Real-time public transport monitoring. 2) R&D for ARM-based HW and SW for autonomous vehicles.

- Boosted accuracy up to 50% by adapting inertial-based location algorithm with optimized performance on ARM.
- Improved estimation of fire radius by 35%, using modern technologies and algorithmic solutions.

Software Engineer Intern, Content Manager, Private Companies (EU)

2003 – 2004, 2008 - 2010

Main projects: 1) Turnstile-based access control systems. 2) Video streaming and web storage platform.

- A 30% increase in monthly revenue was achieved through the integration of new web portal features.

EDUCATION

- **Tomsk Polytechnic University** (RU), Post-Graduate in Computer Engineering

2014

Degree topic: Satellite monitoring system for autonomous transport

- **Tomsk State University** (RU), Master's degree in Applied Mathematics.

2010

ACHIEVEMENTS & CERTIFICATIONS

- Won personal state R&D grant for 2 years
- Advanced Solidity by cryptozombies.io
- Learn Solidity with Space Doggo by BitDegree
- 17 publications in Europe and Russian journals
- Artificial Intelligence for Robotics by Udacity
- Self-Driving Car Engineer Nanodegree by Udacity