

# Michael Belousov

Hoboken, NJ

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## Technical Skills

Languages: TypeScript/JavaScript, C++, Python, C, Zig, Rust, SQL, C#

Backend: PostgreSQL, MongoDB, Linux, Node.js, nginx, gRPC, Redis

Cloud: Terraform, Docker, Azure containers, Azure Monitor, Azure Storage, Azure Functions

Frontend: React, Vite, Webpack, GraphQL, CSS, Express, Cypress, Playwright, Jest

Tools: Git, GNU/Linux, GitHub Actions, Azure Pipelines, GDB, Valgrind, neovim

## Experience

### Graphl

May 2024—Current

*Senior Software Engineer*

Remote

- Led engineering and design for a workflow engine compiler to **WebAssembly** written in **Zig**
- Shipped local-first web IDE for visual scripting and marketing page using **Gatsby**, **Github Actions**, **Terraform**, and **Azure Cloud**

### BENTLEY SYSTEMS

May 2019—May 2024

*Software Engineer II*

Exton, PA

- Led architecture and design for our next-gen **Electron**-based desktop app framework, mentored midsize team of **10+** junior to senior level engineers and managed development
- Led team of 5 engineers building APIs for transforming data in the iTwin Platform, in **TypeScript**, **Node.js**, and **C++**
- Implemented **5-10× speed** improvement of Transformation API through profiling and eliminating IO bottlenecks, after taking over service ownership
- Built several customer-facing full-stack applications leveraging **micro-service** architectures, **Node.js**, **C++**, **React**, **ASP.NET**, **MongoDB**, and **Redis**
- Deployed and designed a **micro-frontend** architecture to handle multiple teams delivering components for >15 applications
- Designed **30+** CI/CD pipelines with **Github Actions**, **Azure Pipelines**, and **Python**
- Prevented costly company breaches by discovering and patching **15+** severe vulnerabilities in critical systems by introducing fuzzing, sanitizers, and **Clang** static analysis
- Produced webinar of platform integration with platform's highest impressions (>30K) on LinkedIn. Wrote marketing webpages, [tutorials](#), and [blog posts](#)

**ITS**

*Security Team Student Developer*

December 2016—May 2019

Storrs, CT

- Improved security issue resolution time by 10% by building an SVG network diagramming toolset in **Python** to automate network auditing using SNMP, CDP, and CISCO router shell
- Designed a progressive migration strategy and migrated a **PHP**, **Python2-XMLRPC**, and **jQuery** web stack to **Python3** and **Vue.js**
- Maintained **99%** up-time RHEL **Linux** and **PostgreSQL** clusters

## Education

UNIVERSITY OF CONNECTICUT, Storrs, CT

*Bachelor of Science*, Computer Science and Engineering

## Notable open source contributions

- zlint linter for the zig programming language
- lint-staged msys2/cygwin platform support
- typescript-eslint bug in return-await lint rule
- Godot game engine bug in initial C# object marshalling
- onivim2 command palette autocomplete bug in vim-like editor