

# Michael Belousov

Hoboken, NJ

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## Technical Skills

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

Backend: PostgreSQL, MongoDB, Linux, Node.js, nginx, 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 + Twin Sync Studio

May 2024—Current

*personal project*

- Shipped hybrid **Electron+React+zig** desktop application for fault-tolerant large geometric scene transformations
- Shipped in-house anti-piracy licensing service using **Bun TypeScript** and deployed with **Terraform to Azure Cloud**
- Implemented (in **Zig**) a visual scripting IDE and workflow engine compiler to **WebAssembly**
- Published SDK with host-defined functions and **JavaScript/WebAssembly** interop
- Shipped local-first web IDE and marketing page built with **Gatsby, React**, and **Github Actions**
- Built architectural visualization pipeline for iTwin/Synchro 4D data in **Unreal Engine C++**

### 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 a **micro-frontend** architecture with version rollback to handle multiple teams delivering live component updates 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

# Education

UNIVERSITY OF CONNECTICUT, Storrs, CT

Graduated with *Bachelor of Science in Computer Science and Engineering* in 2019

## 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