

Raman Hafiyatulin (Roman Gafiyatullin)

Contact data:

- r.gafiyatullin@me.com
- +370-693-79061
- <https://github.com/RGafiyatullin>

About Myself

I am a highly experienced software engineer with over 15 years of experience in the development of highly-available and massively concurrent network services, and some experience in multi-party computation, such as threshold signatures and distributed key-generation protocols.

Experience

2022-11 — present: Working as an independent consultant

2022-02 — 2023-03: Copper Technologies (copper.co)

Copper is a provider of solutions for secure storage, management, and trading of digital assets.

I was working on the crypto-primitives implementation in Rust.

2022-01 — 2022-09: Parity Technologies (parity.io)

Parity is a (leading) blockchain-infrastructure company.

I worked as a developer in the team responsible for the Substrate. Substrate — is a framework for blockchains. It provides a set of common building blocks for typical blockchain tasks: block authoring, consensus, peer-to-peer networking; while providing an extensibility mechanism through so called FRAME-framework: "user-space" code is composed into WASM-libraries.

Tools:

- Rust
- WASM (wasmtime)

2012-10 — 2021-10: Wargaming.net

Wargaming.net is a game development and publishing company, specialising in MMOG.

2017 — 2021-10: Solution Architect in Wargaming Platform The Platform — is a set of services common for every game (e.g. accounts, inventory, payments, campaigns etc). By using the Wargaming Platform a game

development team can focus on the game itself, and reuse the existing solutions for the "boring" problems.

I advocated for the adoption of Rust in the development of performance critical components.

Tools:

- Rust
- Erlang
- Scala (akka)
- PostgreSQL
- MySQL

2012-10 — 2017: Lead Software Developer in XMPP Services team

XMPP Services started as a mere attempt to factor out the chat from the World of Tanks game server. Handling private-messages has led to the implementation of rosters (friends and blocklist). Then our service took over the "Lobby-chat" (implemented as Multi User Chat). Gradually the XMPP Services became a general purpose signalling network for the game.

The XMPP Services were implemented in Erlang/OTP.

Tools:

- Erlang
- Scala (akka)
- MySQL

2007 — 2012: Power Me Mobile

Power Me Mobile was a company that specialized in providing the bulk messaging solutions to the cellular operators.

I worked as full-stack developer there.

The most interesting job there was to port a large existing system implemented in C# from .Net to Mono.

Tools:

- C#
- .Net/Mono
- MySQL
- MSSQL
- Erlang

2006 — 2007: Oxford ArchDigital

Oxford ArchDigital was a small company making web sites for mainly British governmental institutions using a proprietary CMS.

It was my first commercial development experience, I was a Junior PHP Developer.

Open Source

2022 — Rabbit-Hole — A CLI for working with threshold signatures.

Implementations of some MPC-cryptography papers, with a CLI-frontend to actually use them.

<https://github.com/RGafiyatullin/rabbit-hole>

2022 — Agner — actors in Rust

My research project, in which I am looking for the possibility to use Erlang's OTP Design Principles in Rust (let it crash, supervision tree, etc).

<https://github.com/agner-rs/agner>

2021 — Reopenconnect — an alternative to openconnect

An implementation of OpenConnect VPN-client (in Rust) that pretends being a Cisco AnyConnect Client.

<https://github.com/RGafiyatullin/reopenconnect>

2015 — Contributing into netvl/xml-rs

xml-rs — a StAX parser for Rust. I needed this library to gracefully handle EoF when parsing incomplete documents, so I could parse XMPP-streams.

<https://github.com/netvl/xml-rs>

2015 — Contributing into uutils/coreutils

uutils/coreutils — is an implementation of coreutils in Rust. I implemented unix `expr` utility there :)

<https://github.com/uutils/coreutils>

2015 — Orca — A better MySQL client for Erlang

<https://github.com/RGafiyatullin/orca>