Arthur Kushka.

staff engineer

contact.

Seattle, Washington
arhelmus@gmail.com
https://archdev.me

bio.

Engineer generalist operating on the edge of hardware and software. Building devices changing the way people interact with the world.

current role.

Meta | Staff software engineer
Seattle, Washington

Building AR glasses at Meta Reality Labs. Leading a team creating developer frameworks and tools powering content creation for Orion AR glasses and future wearable devices.

Worked on a microkernel operating system (XROS), focusing on developer experience problems. Built development environment to create system applications for Meta Quest VR/MR headsets.

Triaged and fixed bugs or contributed new features to open source projects such as VS Code, Watchman, Metro, React Native, IGL, and Hermes VM.

education.

Bachelor's degree in Computer Science
Oles Honchar Dnipro National University

past experiences.

AutoScout24 | Senior software engineer
Munich, Germany | January 2017 - December 2018

Worked on AWS cloud-hosted high-load distributed systems. Organised internal Scala developer community and authored various internal core libraries and tools. Created personalized car recommendation feed driven by machine learning algorithms.

WIX.com | Senior backend developer
Dnipro, Ukraine | September 2015 - December 2017

Worked on high-load distributed Scala backend for e-commerce as a service platform. Maintained CQRS event-sourcing data processing infrastructure. Integrated Elasticsearch as part of the data processing infrastructure and implemented search API for loosely structured data.

Freelance | Fullstack developer
Dnipro, Ukraine | October 2012 - August 2015

Helped customers to bootstrap MVPs, deliver new features to existing products, and integrate with third-party services. Worked with projects using Scala, Groovy, PHP, NodeJS, AngularJS, Backbone, MySQL, and MongoDB. Managed service deployments with Docker and continuous integration pipelines.