

Pete Pavlovski

Senior Rust Engineer

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SUMMARY

Rust engineer with 7+ years of experience building distributed systems, P2P protocols, and backend services in the Web3 space. Specialized in high-performance infrastructure, developer tooling, and blockchain technologies. Background in accounting brings precision, systematic thinking, and attention to detail to complex system design. Remote-first professional with experience collaborating across distributed global teams.

TECHNICAL SKILLS

Languages:	Rust (primary), TypeScript/JavaScript, Kotlin, AssemblyScript
Rust Ecosystem:	Tokio, Actix-web, Yew.rs, libp2p, Waku
Blockchain:	Ethereum, Solana, The Graph, Polkadot/Substrate, Aeternity
Frontend:	React, Next.js, Flutter, GraphQL, WebAssembly
Infrastructure:	Docker, AWS, Git, CI/CD, Microservices
Specializations:	Distributed Systems, P2P Protocols, Smart Contracts, API Testing

EXPERIENCE

Senior Rust Engineer — Fathom.io

Apr 2025 – Present | Remote, UAE

- Developing scalable, robust backend systems in Rust for high-performance data and AI-driven platforms
- Collaborating cross-functionally with product, design, and engineering to shape requirements
- Refactoring and optimizing legacy systems to boost performance and maintainability

Technical Advisor — Audita

Apr 2025 – Nov 2025 | Remote

- Supporting smart contract audits with expertise in Rust testing and security best practices
- Identifying vulnerabilities and contributing to robust audit processes through test coverage

Senior Rust Engineer — Eiger

Aug 2024 – Mar 2025 | Remote

- Developed and optimized distributed systems and backend services using Rust
- Contributed to Polka Storage – decentralized storage parachain on Polkadot

Senior Rust Engineer — GraphOps

Jul 2022 – Aug 2024 | Remote

- Designed and built Graphcast, a distributed communication protocol using Rust, Waku, and libp2p
- Developed Rust-based backend services for The Graph protocol infrastructure
- Built yew.rs frontend application for developer tooling

Rust Engineer & Graph Advocate — The Graph

Mar 2021 – Jul 2024 | Remote

- Created Matchstick, the first full-fledged testing framework for subgraphs (Rust, AssemblyScript, WebAssembly)
- Volunteered as Technical Teacher and Community Care Advocate, helping developers contribute to Web3

Rust Engineer — Kraken

Dec 2021 – Jul 2022 | Remote

- Developed tools simplifying HTTP API testing for cryptocurrency exchange infrastructure
- Improved testing infrastructure for cryptocurrency exchange APIs

Full Stack Engineer — OVO Energy

Jan 2020 – Mar 2021 | Remote, UK

- Maintained microservices-based Kotlin backend with Quarkus framework
- Built Flutter mobile app and React web application from scratch

Junior Software Engineer — WeiChain

Jan 2019 – Jan 2020 | Sofia, Bulgaria

- Wrote smart contracts on Ethereum and Aeternity blockchains
- Built and deployed decentralized cryptocurrency exchange to mainnet

KEY PROJECTS

Graphcast — Rust, Waku, libp2p, Distributed Systems

Designed and built a distributed P2P communication protocol for The Graph ecosystem. Handles millions of messages across distributed global nodes with fault-tolerant consensus and gossip mechanisms.

(github.com/graphops/graphcast-sdk)

Matchstick — Rust, AssemblyScript, WebAssembly

Created the first (and only) comprehensive testing framework for subgraphs in The Graph ecosystem. Became the de facto testing solution adopted by major DeFi protocols worldwide. (github.com/LimeChain/matchstick)

COMMUNITY & OPEN SOURCE

Active contributor to the Rust and Web3 ecosystems. Graph Advocate (2021–2024) serving as Technical Teacher and Community Care Advocate, helping developers actively participate in Web3 and contribute to The Graph protocol. Building and maintaining open-source developer tools.