Paul Murygin

Position: Software Engineer
Location: Batumi, Georgia

Contact Information

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Profile

I am a Software Engineer with over a decade of experience, focusing on solving complex technical problems. As a language polyglot, I am particularly skilled in JavaScript, TypeScript, Node.js, and C#. I am also passionate about functional programming, with hands-on experience in Erlang and Clojure. I strongly believe in open-source development and the spirit of community collaboration.

Since 2018, I have successfully worked remotely, honing my communication and self-management skills, and adapting well to various work environments. In the past three years, I have been instrumental in making critical decisions about software architecture and enhancing system performance.

My work spans several fields, including Web3, security, telecom, and banking, providing me with a broad industry perspective and a diverse skill set.

I thrive on tackling challenging problems and devising intelligent, effective solutions. I am always eager to learn more and grow. I am excited about opportunities where I can apply my technical and leadership skills in environments that value innovation and forward-thinking.

Open Source Contributions

- Fluence JavaScript Client: Developed the JavaScript client for Fluence's decentralized serverless computing platform.

Skills

`Software Architecture Design` `Agile Methodology` `Technical Leadership` `Unit Testing` `Web Security` `JavaScript` `TypeScript` `React` `Jest` `Webpack` `Node.js` `Express.js` `C#` `.NET` `ASP.NET` `REST` `GraphQL` `MongoDB` `PostgreSQL` `Clojure` `Erlang` `Docker` `CI/CD` `Git`

Education

N.I. LOBACHEVSKY STATE UNIVERSITY OF NIZHNIY NOVGOROD
Master's Degree, 2012
Faculty of Computational Mathematics and Cybernetics
Research Institute for Applied Mathematics and Cybernetics

Professional Experience

Fluence Labs (Nov 2020 - Present)

A pioneering startup in the Web3 space, Fluence Labs is renowned for its decentralized computing platform, advancing innovation beyond blockchain technology.

Position: JS Lead

- Led the development of the JavaScript Fluence Client in a dynamic, fast-paced environment.
- Responsible for technical documentation and creating practical examples.
- Actively engaged in the community, supporting and assisting at multiple hackathons, particularly with JavaScript-related challenges.
- Worked with a diverse tech stack, including TypeScript, Node.js, Webpack/Vite, Web Workers, WebAssembly, Scala, and Rust.
- Achieved significant performance improvements (up to 100x) in the JavaScript Client by utilizing web workers and worker threads.

Nevlabs LLC (May 2018 – Aug 2020)

NevLabs is a boutique technology company specializing in developing bespoke systems for various business needs.

Position: Tech Lead

- Enhanced the software development process by introducing CI/CD pipelines and agile methodologies to improve customer value.
- Integrated modern technologies like .NET Core and TypeScript into the company's tech stack.
- Participated in the hiring process, focusing on candidates' technical competencies.
- Successfully led the technology selection for multiple iOS and Android mobile apps, choosing React and React Native. My strategic decision and the implementation of an effective CI/CD process enabled developers, including those new to mobile development, to contribute effectively, ensuring project success.
- Oversaw high-level architectural decisions and led the development of several projects:
    - A system for managing electrical parts drawings, featuring CAD file import/export, optimal part placement, browser-based editing, and drawing combination capabilities.
    - A distributed network of kiosk terminals with centralized control, including robust protocol handling for various scenarios like network outages, and comprehensive user interaction analytics.
    - A proprietary decentralized messaging app with a web interface, push notifications, and user online status tracking.
    - Development of mobile applications for an e-ticket service, including a ticket scanning app.

Positive Technologies (Jul 2015 – May 2018)

Positive Technologies is recognized for its leading role in the information security sector, developing advanced solutions for cybersecurity threats.

Position: Principal Software Developer

- Engaged in backend development using C#, .NET, ASP.NET, PostgreSQL, and MongoDB.
- Demonstrated frontend development expertise with TypeScript and React.
- Played a key role in developing the core functionality of a leading SIEM solution.
- Created a data synchronization protocol for a broad network, including third-party systems, designed for adaptability. This protocol effectively manages data across distributed systems. Authored a proof-of-concept implementation leveraging Clojure and Datomic.

MERA (Oct 2013 – Jul 2015)

MERA is known for its expertise in telecommunications solutions, providing large-scale software and hardware integrations.

Position : Senior Engineer

- Utilized Erlang/OTP to develop and implement large-scale telecom solutions, including architectural design and feature development.
- Responsible for maintenance, bug fixing of software and hardware, and providing technical support.
- Trained and guided junior team members, enhancing overall team performance.

Platforma Soft (Sep 2012 – Oct 2013)

Platforma Soft specializes in custom software solutions across a range of technologies and platforms.

Position: Software Developer

- Developed software solutions using a diverse tech stack: C#, .NET, Entity Framework, LINQ, WCF, WinForms, ASP.NET MVC, MS SQL Server, Oracle, SQLite, BizTalk Server, SVN, TeamCity.
- Successfully developed a multi-tier software system with a desktop client and customer IT solutions.
- Initiated and implemented a continuous delivery process using TeamCity, enhancing development efficiency.

NanoGamblers (Jan 2010 – Apr 2012)

NanoGamblers was a startup specializing in the development of innovative poker analytics software.

Position: Software Developer

- Engineered software solutions using a diverse tech stack: C#, .NET, Entity Framework, LINQ, WPF (MVVM Light), IPC, COM, WinAPI/PInvoke, image recognition, and neural networks.
- Played a key role in developing a platform for running poker bots in VirtualBox, which included a transparent API for host-based guest input control and poker table information scraping.
- Contributed to the development of an analytics system on this platform, assisting professional poker players in improving their gameplay.

TLM.COM (Symphony Teleca) (Jul 2008 – Oct 2009)

TLM.COM specialized in software solutions and engineering services for the mobile and connected devices industries.

Position: Junior Software Developer

- Developed mobile phone firmware using C, BREW, Perforce, and Java technologies.
- Collaborated effectively with a large team, contributing to the timely delivery of new features.