

## Dmitry Pershin

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Software engineer with more than six years of experience working on projects from different fields like cybersecurity, decentralized apps, cloud computing, distributed systems, fintech; looking to become a part of an experienced developer team to work on creating innovative software and services.

## Education

Ural State Technical University, **M.S.in computer science**, faculty of radio engineering, **summa cum laude**

## Experience

### Software Engineer at Tochka Bank / 05.2019 – present

- Designed, developed and launched the quick payments service. It had been implemented from scratch and handled hundreds of thousands of payments a day. **The service became profitable in one year after the launch.** The quick payments service is a financial infrastructure that provides the ability to make payments without cash or plastic cards using a QR-code (merchant side) and a mobile phone app (customer side) in near-real-time.
- Fully designed, implemented and configured CI/CD process including unit and integration testing, code analysis, application build and deployment which **increased code quality, lowered bugs quantity and reduced feature release delay** to several minutes.
- Took part in development of financial analysis web tools backend that helped entrepreneurs to possess comprehensive information about their financial statistics. The tools provided a lot of visual information like charts and tables based on statistical analysis, classification and clusterization algorithms that helped out customers to reduce their expenses. As a result **the service received positive user feedback and most of the customers extended their trial subscription.**

### Software Engineer at Yandex / 11.2018 – 05.2019

- Took part in development of a highly-performant and highly-available task scheduler SAAS that provided optimal company cluster resources utilization which **reduced the company expenses more than 10%.** The service was able to store and process several petabytes of user data in multiple data centers.
- Took part in development and improvement of service API and SDK providing an ability to describe complex execution pipelines on several thousand of servers in multiple data centers. As a result the **service was able to provide availability 99.99%.**

### Software Engineer at USSC Ltd. / 08.2016 – 11.2018

- Took part in development of software for industrial networks cybersecurity analysis, malware attacks prevention and network traffic inspection. **The product was able to detect cyberattacks on enterprise networks** and helped in incident investigation at critical facilities.
- Rewritten some security modules from multi-threaded to asynchronous execution model which **increased software performance more than 50%** and made it possible to monitor much more production facilities without hardware update.
- Developed a module that used SCAP (security content automation protocol) standard to analyze OS integrity and protection using open world-wide vulnerability database which **let the system to detect 0-day vulnerabilities as soon as possible.**

## Skills

Languages	Databases	Frameworks/Libs	VCS	Other	
Rust	PostgreSQL	tokio	Git	Linux	Distributed Systems
Python	MongoDB	asyncio		Docker	Machine Learning Basics
C/C++	Redis	aiohttp		Kubernetes	Networking
	Elasticsearch	flask		RabbitMQ	SQL
		scikit-learn		Kafka	CI/CD
					BASH