

Ivan Egorov

Senior Software Engineer

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Summary

Experienced Software Engineer with 18 years of expertise spanning system runtime development, developer infrastructure, large-scale data processing, and AI/ML applications. Proven ability to deliver high-performance, scalable systems across diverse domains. Strong proficiency in C++, Python, and systems programming—from bare metal to distributed architectures at scale.

Experience

- Aug 2022 – **Software Engineer, Daedlean AI, Zürich, Switzerland**
 - Mar 2025 Developing autonomous piloting systems for aviation.
 - Designed and developed OS drivers and image processing applications for the PilotEye visual traffic detection system.
 - Built a prototype for visual obstacle detection system.
 - Ported an in-house IPC technology runtime to Rust.
- Nov 2019 – **Software Engineer, Oculus, Facebook, Zürich, Switzerland**
 - Jun 2022 Key contributor to Oculus' OS and runtime platform migration.
 - Led migration to a new non-POSIX OS: implemented 'pthread' library, ported internal and third-party libraries.
 - Designed an IDL and C++ codegen system for in-house IPC framework.
 - Achieved a multi-fold reduction of binary footprint of Oculus C++ logging library.
- Jan 2010 – **Software Engineer, Google, Zürich, Switzerland**
 - Oct 2019 Contributed to Chrome, Maps, Assistant, and YouTube in SWE and SRE roles.
 - Built and maintained a micro-benchmarking infrastructure for Chrome.
 - Optimized Google Maps Transit for early smartphones: backend and algorithm tuning, resource forecasting, stability improvements.
 - Improved latency and cost of a Maps quality evaluation pipeline.
 - Boosted cache hit rate in YouTube personalization via query stream sharding.
- 2009 – 2010 **Software Engineer, EMC, St. Petersburg, Russia**

Worked on a performance analysis tool for large-scale storage systems. Introduced unit testing, migrated team codebase to SVN, contributed various improvements to the tool.
- 2007 – 2008 **Compiler Intern, Intel, St. Petersburg, Russia**

Built VLIW debugger for implementations (in emulator, FPGA, and hardware) of a custom chip architecture. Researched instruction set compaction.

Education

- 2004 – 2009 **MSc in Software Engineering, Saint-Petersburg State University, St. Petersburg, Russia**

Skills

- Languages C++, C, Rust, Python, Go
- Systems Runtime libraries, IPC, logging
- Scale Data pipelines, distributed systems, performance optimization
- Spoken Russian (native), English (fluent), German (intermediate)