FEDOR KORSHUNOV

Software Architect, Engineer, and Manager

Details

mail@fedor.cc +852 6403 8877 Hong Kong

Nationality

Russia

Languages

English — fluent Russian — native

Skills

Agile Development
API Design
Backend Architecture
Software Architecture
Software Design
Team Leadership
Technical Hiring

Tech Skills

Docker JavaScript MongoDB Node.js Redis Vue.js

PROFILE

Fedor has 12 years of professional experience in software engineering, including 6 years as a manager. He designs robust, scalable, and cost-effective backend solutions, creates and manages software engineering teams.

Fedor worked for Intel Corp. and leading Hong Kong startups, Aftership and Lalamove.

EXPERIENCE

Lalamove, Hong Kong

04/2020 – 02/2021 — Solution Lead, Lalamove+ 05/2019 – 03/2020 — Engineering Manager, Platform 01/2017 – 04/2019 — Software Team Leader

Lalamove is one of the major on-demand delivery platforms in SEA and a recent Hong Kong "unicorn". Joined as a team leader, later transitioned to engineering manager. Established and improved various parts of the software development process, hired and on-boarded software teams, act as an architect and manage Platform organisation. Later lead a team and launched a new greenfield project.

Key achievements - process

- Setup engineering standards
 - test automation, coding guidelines, API design standards
- Introduced cross-functional feature teams
 - reduced cross-teams dependencies
- Setup regular and one-off engineering training sessions
 - test automation, engineering practices, internal on-boarding
- Setup quality control measures
 - review and approval process for API changes
 - merge request and deployment checklists
 - canary deployments
 - feature flags
 - CI/CD pipelines
- Defined engineering hiring process
 - source channels of candidates
 - technical challenges
 - interview questions

Key achievements - product

- Fixed stability problems of a key legacy system: MongoDB queries refactoring and architecture revamp
- Proposed, launched, and integrated configuration panel for operational requests: price changes, service type adjustments, etc.
- Removed dependency on tech team for product expansion to new cities in existing markets. Reduced dependency on platform tech team for expansion to new countries, from ~3 weeks and half of the tech team to 1 engineer and less than 1 week
- Lead tech team and launched Lalamove+, enterprise solution for high-profile clients

Responsibilities

- Build and run full-stack teams
- Manage and grow Platform department, ~30-40 engineers
- Manage tech debt backlog
- Review, correct, and improve architecture and API proposals
- Act as a hiring manager for backend software engineers

Aftership, Hong Kong

09/2014 – 11/2016 — Senior Software Engineer and Team Lead
Aftership is a world-leading shipment tracking platform. Joined as a senior engineer, later transitioned to team leader. Build the Aftership plugin system foundation and key parts of postmen.com, shipping label generation platform.

Key achievements

- Upgraded and unified Aftership eCommerce integration platform <u>aftership.com/apps</u>
- Designed architecture of <u>postmen.com</u> to provide easy integration of new delivery services with minimum tech team involvement

Responsibilities

- Manage software developers team
- Design and implement backend systems architecture and interfaces
- Guarantee quality and feature completeness
- Guide junior engineers
- Technical assessment of engineering candidates

Key technologies: Node.js, Beanstalkd, Docker, AWS API, Python (fabric), PDF and barcodes generation, web scraping (crawling)

Anix LLC, Russia

02/2014 - 07/2014 - Software Engineer

Created scalable AWS-based backend solutions.

- · Created data models, import data from external sources
- Implemented and documented RESTful API
- Provided server configuration

Key technologies: Python, Flask, MongoDB, Redis, AWS

Black Cat LLC, Russia

12/2012 - 01/2014 - Software Engineer

Implemented components for an asynchronous and scalable backend.

- Created unified data models for various social media platforms
- Designed and implemented unified API for social media content creation
- Implemented automatic aggregation of social media content
- Implemented backend components communication via Redis PubSub
- Implemented client-server communication with WebSockets

Key technologies: Python, Twisted, MongoDB, Redis, WebSockets, Twitter API, VK API

Intel Corporation, Russia

03/2011 - 12/2012 — Software Engineer
04/2009 - 03/2011 — Software Engineering Intern
Worked on premium content protection systems

- Implemented various parts of content protection protocols
- Provided bug fixes, performance improvements, resolved race conditions
- Implemented kernel/driver level cross-platform code (Linux and Windows)
- Implemented infrastructure automation scripts and build scripts
- Performed static code analysis. Fixed identified problems

Key technologies: C, crypto APIs (IPPCP), SCons build system, Python, Bash, Batch, Valgrind, Klocwork

EDUCATION

National Research Nuclear University MEPhl — Engineer's Degree, 2011