FEDOR KORSHUNOV

Engineering Manager, Software Engineer Team Leader, and Architect

Details

mail@fedor.cc
+852 6403 8877
Hong Kong

Nationality

Russian

Languages

English — fluent
Russian — native

Skills

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

Tech Skills

Docker
JavaScript
MongoDB
Node.js
Redis
Vue.js

PROFILE

Fedor has 10 years of professional experience in software engineering, including 4 years as a manager. He designs robust, scalable, and cost-effective backend solutions, creates and manages software engineering teams and organisations.

Fedor worked as a software engineer for Intel Corp. and as an engineer's manager for leading Hong Kong startups, Aftership and Lalamove.

EXPERIENCE

Lalamove (excl. Mainland China), Hong Kong

05/2019 – Present — 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.

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 checklist, deployment checklist
  — canary deployments
  — feature flags to detach changes deployment from changes release
  — CI/CD pipelines
- Defined engineering hiring process
  — source channels of engineering candidates
  — technical challenges
  — interview questions

Key achievements — product
- Resolved stability issues of a key legacy system used by a major customer (MongoDB queries refactoring and architecture revamp)

- Introduced and integrated configuration panel and configuration API to remove tech team as a dependency for operational requests (e.g. price changes, service type adjustments, etc.)
- Fully eliminate the need for tech team involvement for product expansion to new cities in existing markets
- Radically reduced the need for platform tech team involvement for product expansion to new countries, from ~3 weeks for half of the tech team to 1 engineer for less than 1 week

Responsibilities
- Build and run a full-stack team
- Manage and grow Platform department, ~30-40 engineers
- Manage tech debt backlog
- Review architecture and API proposals, correct and improve
- 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 API).

Key achievements
- Upgraded and unified Aftership eCommerce integration platform aftership.com/apps
- Designed architecture of postmen.com to provide easy extendibility of the solution with new shipment services with minimum tech team involvement

Responsibilities
- Manage software developers team
- Design and implement backend systems architecture and interfaces
- Guarantee quality and feature completeness
- Provide technical guidance for junior engineers
- Technical assessment of candidates for engineering roles

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 MEPhI — Engineer's Degree, 2011