

# Svyatoslav Feldsherov

svyat@feldsherov.name | +972-53-451-4602

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## KEY SKILLS

SWE · User-space networking  
Distributed systems · Concurrency  
Performance · Algorithms  
Backend · DevOps

## LANGUAGES

C++ · Python · Go

## TECHNOLOGIES

Linux · Networking  
gRPC · Protobuf · Docker  
Git

## FUN FACTS

- Fixed (tiny) crash in Linux kernel
- Gave a talk on YaTalks 2023

## EDUCATION

**MOSCOW STATE UNIVERSITY**  
2013-2019 | MS in Math  
GPA: 5.0/5.0

**YANDEX SCHOOL OF DATA ANALYSIS**

2016-2018 | CS Track  
Machine Learning and Computer Science school in Moscow.

**TECHSPHERE**

2016-2017 | Data analysis and ML  
Educational project hosted by Mail.ru Group and Computer Science faculty at Moscow State University.

## COMPETITIONS

**Russian National Olympiad in Informatics**  
2011, 2012 | Prizewinner

## EXPERIENCE

**Google Cloud, Virtual Network Dataplane Telemetry**

08.2022-present | Software Engineer

Working on packet sampling in virtual network data plane. Main part is instrumentation of virtual networking components with packet sampling. Technologies: internal DPDK-like framework, C++ in network data plane plus gRPC and C++ for packet samples processing.

Main achievements are instrumentation of a new data plane component with packet sampling, 2-10% fast path packet processing speedup by moving expensive syscalls out of fast path, and framework for simplification of packet drops debugging.

**Yandex Search**

06.2020-06.2022 | Software Engineer / Team Lead

Team I led was working on a company-wide microservices framework, which serves 1000 microservices, 10 million requests per second.

We used C++ for data plane, Python for control plane, and tests/infrastructure. Main achievements are 99.999% availability, HTTP transport replacement with faster implementation, speedup of distributed tracing over our framework from minute to 1-3sec per request.

**Yandex Search**

11.2018-06.2020 | Software Engineer

Worked on Search Infrastructure team. C++, Python, gRPC, networking. Designed and implemented SDCH support for Search Engine Result Page. Main part was C++ backend with custom SDCH implementation. Improved search query preprocessing pipeline. Reimplemented part of business logic with C++, fixed some architectural problems, speedup on 5-10ms on the affected slice of traffic.

**Google**

07.2018-10.2018 | Software Engineering Intern

Worked on Shopping Data Quality team. Primary C++, MapReduce, Stubby. Designed and implemented an infrastructure for intellectual scheduling of merchants review. This infrastructure helped to improve existing scheduling logic and allowed the team to migrate from several legacy services.

**Yandex Ads**

03.2017-06.2018 | Junior Backend Developer

Designed and implemented distributed log collection and event plotting system using internal technologies, including YTsaurus — Bigtable-like storage with MapReduce framework on top of it.

Used coroutine-based web server and batch requests in order to handle required RPS on a small number of servers and not to overload other services.

This feature enabled the frontend team to log any client-side event (usually JS code in a browser) and plot number of any events on clients in real time.

**Mail.ru Group, Tarantool**

02.2016-12.2016 | Software Engineering Intern

Tarantool is an in-memory NoSQL database implemented in C with some C++. Implemented a proof of concept version of SQL in Tarantool. We combined SQLite parser and execution engine with Tarantool internal structures (B+\*-tree). Fixed some bugs in Tarantool test engine.

Added intrusive heap to Tarantool data structures library.