

VLADYSLAV FROLOV

Software Engineer

World citizen, originally from Ukraine

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🐙 github.com/frol

BACKGROUND

Throughout my career, I have been into distributed systems, machine learning, web, desktop, and kernel developments, and I am eager to learn more and I love helping others to learn more.

PROFESSIONAL SKILLS

Programming Languages	RUST ◦ PYTHON ◦ CYTHON ◦ TYPESCRIPT ◦ JAVASCRIPT (ES6+) ◦ BASH ◦ C++ ◦ C ...
Frameworks and Tools	FLASK ◦ DJANGO ◦ REACTJS ◦ DASK ◦ CELERY ◦ PYSPARK ◦ APACHE SPARK ◦ NGINX ◦ DOCKER ◦ VIM ◦ GIT ◦ OPENVPN ...
Data Storages	POSTGRESQL ◦ MYSQL ◦ SQLITE ◦ RABBITMQ ◦ REDIS ◦ MONGODB ◦ MEMCACHE
OS	BTW, I USE ARCH LINUX

EDUCATION

2008 – 2013 **Bachelor's & Master's Degree**, *Kharkiv National University of Radio Electronics*.
First Class Honours

Security of Information and Communication Systems

“RESEARCH OF SYNTHESIS METHODS OF NONLINEAR S-BOXES FOR BLOCK SYMMETRIC CIPHERS”

2005 – 2009 **Self-education**.

I was taught algorithms and data structures in Pascal, and so I competed in a number of individual and team competitive programming contests. Later, I learned about desktop development and network design, which allowed me to implement a Direct Connect (DC) server from scratch and host a DC hub on a local city network.

– ALGORITHMS & DATA STRUCTURES, PASCAL, DELPHI, C++, QT, LINUX

EXPERIENCE

[NEAR inc. \(near.org\)](https://near.org)

2019 – today **Software Engineer Independent Contractor**, *Startup company*, remote.

Develop a sharded, developer-friendly, proof-of-stake public blockchain (in Rust) and developer tools (in TypeScript). Given the startup nature, I am involved in all kinds of work on the way to the product delivery, though, mostly stick to technical problems.

[Mirabit](#)

2017 – 2018 **Independent Consultant**, *Software Engineering company*, Kharkiv, Ukraine.

Consulted on the BigData in Machine Learning projects.

[Salford Systems](#)

2012 – 2017 **Software Engineer Independent Contractor**, *Data Mining and Predictive Analytics Software company*, remote.

Designed, led, and developed distributed data mining projects which handle big data loads. The team I led was in charge of solving all the technical problems (development and operations).

◦ Backend: PYTHON, CYTHON, PYTHON C-EXTENSIONS, C, FLASK, DJANGO, DASK, PYSPARK, CELERY, HADOOP HDFS, POSTGRESQL, RABBITMQ, REDIS

◦ Frontend: JAVASCRIPT (ES6), REACTJS, REDUX

◦ Operations: AWS, DOCKER, HADOOP, NGINX ...

[Open-source \(github.com/frol\)](https://github.com/frol)

2009 – today **Contributor**, *open-source software*, remote.

I became a fan of open-source software the moment I consciously used it for the first time back in 2009, developing a small project in Qt. At that time, I had already been using Linux for over two years, but most of my projects were written from scratch, meaning that I didn't use any thirdparty libraries.

It was September 29, 2009, when the first project I published to the open-source was born. Since then I have open-sourced over 30 projects and contributed to over 100, including Linux kernel, Docker, and Django.

I am an active maintainer of some packages on [Docker Hub](https://hub.docker.com/u/frol) and [conda-forge](https://conda-forge.org/) (Anaconda Python).

My recent contributions are around Rust packages (cgroups integration, flatbuffers helpers, API ergonomics).

– GIT, RUST, PYTHON, JS, LINUX, DOCKER, HEROKU, TRAVIS CI, CIRCLECI

[Escalibro \(escalibro.com\)](https://escalibro.com)

2010 – today **Co-creator**, *pet project*.

This is a Web-platform for writers and readers, that provides simple and convenient book writing and reading. I was involved in the every bit of the project: servers tuning, UI design, frontend and backend development.

– PYTHON, DJANGO, CELERY, NGINX, MYSQL, RABBITMQ, HTML/CSS/JS, LINUX

Other Software Engineering Companies

2009 – 2012 **Software Engineer Independent Contractor**, Kharkiv, Ukraine.

Developed a variety of websites and web-services

– PYTHON, DJANGO, MYSQL, HTML/CSS/JS

OTHER ACTIVITIES

[PeerLab Rust](https://peerlab.com)

2018 – 2019 **Co-organizer & Speaker**, Kyiv & Kharkiv, Ukraine.

(biweekly) Meet-ups and Tech-Talks for Rust/C/C++ developers in Ukraine.

[Q-BIT](https://q-bit.org)

2015 – today **Speaker & Mentor**, Kharkiv, Ukraine.

Q-BIT is a local non-profit youth science community, where I give lectures and mentor school students learning software engineering, including algorithms and data structures.

[Seventh All-Ukrainian Blockchain Hackathon](https://hackathon.com)

September 2019 **Mentor**, Kyiv, Ukraine.

LANGUAGES

Native Russian, Ukrainian

Fluent English

Bootstrapping Spanish