Cherniavsky **Kirill**

SOFTWARE ENGINEER · GO · HIGHLOAD · DISTRIBUTED SYSTEMS

✉ g4s8.public@gmail.com | 🏠 www.g4s8.wtf | 🎮 g4s8 | 📄 kirill | 💼 kirill-che

Summary

Go backend engineer (12+ years) focused on high-load distributed systems and microservice architecture. Built low-latency, event-driven services, designed reliable messaging/data pipelines, and operated production systems in Kubernetes. Led teams (up to 5 engineers). Active open-source contributor and conference speaker.

Skills

Go, distributed systems, microservices, gRPC/REST, event-driven architectures, TCP protocols, performance/latency tuning, PostgreSQL, Kafka, RabbitMQ, Redis, ClickHouse, Kubernetes, Helm, Prometheus, Grafana.

Work Experience

Softswiss
Remote

SENIOR SOFTWARE ENGINEER (GO)
Jan. 2024 - Now

- Built event-driven Go microservices; handled **100k+ events/min peak** via **Kafka**; maintained reliable processing and observability.
- Designed and implemented an end-to-end user-facing pipeline with **p95 SLA 3 seconds**: event ingestion → multiple microservices → browser delivery via **WebSockets**.
- Operated multi-tenant **Kubernetes** platform: **6 production clusters**, hundreds of client namespaces, up to ~**100 pods/client**; **Helm**, scaling, monitoring with **Prometheus**/**Grafana**.
- Worked with **PostgreSQL** at scale: partitioned tables with multi-million rows and replication enabled; contributed to schema/query design and operational stability.

Quantum Brains
Remote

SENIOR ENGINEER / TECHNICAL LEAD
Mar. 2022 - Sep. 2023

- Built latency-sensitive Go services with ~**10ms target budget**; observed **p95 ~100ms** and **p99 ~200ms** in production; worked on tail-latency reduction and operational reliability.
- Developed real-time event processing components and APIs; integrated services via **TCP**, **REST**, and **Kafka**.
- Built analytics ingestion into **ClickHouse** and maintained supporting infrastructure.

HUBUC
Barcelona, Spain

BACK-END SENIOR ENGINEER (REMOTE CONTRACTOR)
Jun. 2022 - Jun. 2023

- Built Go services for a Mastercard issuer processor (authorization, reversals, refunds) under a strict external constraint: **must respond within 3 seconds** or transactions fail.
- Developed microservices interconnected via **RabbitMQ**; implemented reliability patterns: **DLQ**, retries, and request/response (*reply-to*) messaging.
- Implemented **TCP** endpoint services for a custom protocol with strict response-time limits; improved reliability under time constraints.
- Built **REST** and **gRPC** APIs for transaction data access; designed **PostgreSQL** schemas and queries for balances/amount calculations.

Huawei R&D Laboratory / Huawei Cloud Department
Moscow, Russia

PRINCIPAL ENGINEER, TEAM LEAD
Jan. 2020 - Feb. 2022

- Led two projects simultaneously (teams of 5 and 3 engineers); coordinated requirements with HQ and drove architecture decisions.
- CloudArtifact: Owned high-throughput components of a cloud artifact repository (100M+ artifacts), supporting **300k+ downloads/min peak**.
- Git repository replication: Designed a **strongly-consistent** replication system across **5 regions** with **5-second replication lag target**; implemented a **Paxos commit** workflow and delivered a Go-based solution integrated into a cloud service at multi-million repository scale (**15k pulls/min peak**).

Freelance
Remote

SELF-EMPLOYED
Jan. 2018 - Dec. 2020

- Built a Go high-load advertisement tracker backend (**2M requests/min**).
- Tech lead for a Go microservices project (team of 5 across time zones); drove architecture and delivery.
- Delivered Java services and data processing components for a US healthcare startup.

Eventicios LLC
Samara, Russia

SENIOR DEVELOPER
Jan. 2015 - Dec. 2017

Senior Developer (Android/iOS, Xamarin/Java)

Mercury Development LLC
Samara, Russia

DEVELOPER
Jan. 2013 - Jan. 2015

Developer (Android/Java)

Honors & Awards

HUAWEI

| 2020 | **Best Support Award**, Awarded for exceptional support to the HQ team in integrating our R&D solution into Huawei Cloud services. | *Moscow, Russia* |
| 2021 | **Best Quality Award**, Received for delivering outstanding product quality in contributions to Huawei Cloud. | *Moscow, Russia* |

Presentation

GopherCon Singapore 2023
Singapore

SPEAKER WITH "GO LOW LATENCY PATTERNS" TALK AT GOPHERCON

Nov. 2023

memory + GC analysis tools and latency-focused coding patterns.

Google dev fest
Armenia

SPEAKER WITH "GO BEYOND MODELS: WHY AI NEEDS A FAST BACKEND" TALK

Dec. 2025

Go backends, backpressure, tail latency, p95

Open source contributions

github.com/g4s8/envdoc
Go tool

AUTHOR

Since 2022

generates Markdown/HTML/plaintext docs from env var annotations; listed in *avelino/awesome-go*; referenced in *caarlos0/env* repo.

github.com/void-linux
Void Linux

CONSTRIBUTER

Since 2021

regularly maintaining and updating packages.

github.com/golang/go
The Go programming language

CONTRIBUTOR

Since 2022

contributed fixes and documentation improvements.

Writing

Blog posts about Go at g4s8.wtf
Personal website

AUTHOR

Jan. 2020 - PRESENT

- Go low latency patterns — interfaces, generics and inlines
- Go low latency patterns — pointers
- The performance of Go error handling
- A few notes on cache lines in Go

Posts at medium.com
Medium

AUTHOR

Jan. 2023 - PRESENT

- Keeping Your Go Environment Variable Documentation Effortlessly Up-to-Date

Education

BMSTU
Moscow, Russia

MASTER, ENGINEER

Sep. 2008 - Aug. 2014

- aerodynamics