

VIACHESLAV GRESHILOV

SOFTWARE ENGINEER • VILNIUS, LITHUANIA • +37063323955

◦ DETAILS ◦

Vilnius
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◦ LINKS ◦

greshilov.me
[LinkedIn](#)
[GitHub](#)

◦ SKILLS ◦

Python
JavaScript / TypeScript
Rust
C/C++
SQL
Django
aiohttp
Kubernetes
CI/CD
Google Cloud Platform

◦ LANGUAGES ◦

English
Russian

◦ HOBBIES ◦

Guitar, travelling

👤 PROFILE

Full stack developer with 5+ years experience of building advanced web services and CI/CD pipelines. Open-source enthusiast. Find my commits in projects such as aiohttp and verdaccio.

📁 EXPERIENCE

Software Engineer / DevOps at Planner5D, Vilnius, Lithuania

August 2022 — Present

An advanced and easy-to-use 2D/3D home design tool used by 77M+ users worldwide.

- Moved rendering and AI/ML workload to a self-hosted kubernetes cluster, improving reliability and scalability.
- Improved build/release time for web backend from 15+ minutes to 3-5 minutes.

Lead Software Engineer at GOSU.AI, Vilnius, Lithuania

August 2021 — August 2022

GOSU.AI is a startup that provides tools and guidance for users to improve their skills in competitive games. It analyzes their matches and makes personal recommendations.

I joined this project as a server-side developer and progressed to the position of lead developer. After a series of investment rounds the startup was acquired by a major corporation and grew from 10-20 to 250-300 people.

- Led the development of a voice assistant desktop application.
- Designed and implemented server-side to provide users with thousands of voice commands and responses per minute.

Software Engineer at GOSU.AI, Vilnius, Lithuania

August 2018 — August 2021

- Design and architectural decision maker for a backend API (peak 1M MAU).
- Developed a steam bot service with 500k+ users that significantly improved audience engagement.
- Maintained a large scalable data processing system that consumed game replays and produced insights and instructions using different ML models (avg. rate 100-1000 reports per minute).

Software Engineer at MAPS.ME, Moscow, Russia

August 2017 — August 2018

MAPS.ME is a maps application for Android, iOS with 50M+ installs worldwide.

- Improved application build speed on 3 platforms (Android, iOS, Linux) up to 25%.
- Integrated plural strings support in application localization system.
- Created UI dashboard for in-house analytic system.

🎓 EDUCATION

Master's degree, Bauman Moscow State Technical University, Moscow, Russia

September 2011 — September 2017

Plasma Engineering

★ PET PROJECTS

Rust Event Driven Simulation

My attempt to integrate WASM module, written in Rust with a modern JavaScript framework, is a simulation of a 2D particle system built using an event-driven technique.

<https://reds.greshilov.me>