

Dmitry Inyutin

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Work experience

Software Developer at Yandex

Since summer 2019

Work as backend developer at the video streaming department.
It serves both video on demand, like movies, and live broadcasts such as sports events.
My job mostly related to collecting information from CDN and automatic allocation/deallocation of resources for video streams.
I also developed tool to watch over transcoding process.

Assistant at MIPT

Spring 2019/2020

Assisted with "Concurrent Programming" course.
Taught multithreading and asynchronous concurrency to second year students.

Intern at Jetbrains

Summer 2018

Worked on Datalore, web IDE for machine learning

Education

Bachelor in Applied Mathematics and Computer Science, 4.41 GPA

2016-2020

Moscow Institute of Physics and Technology,
Department of Innovation and High Technologies.
Bachelor thesis is on privacy-preserving machine learning.

Summary of Qualifications

Python is the language I know best, **2+ years** of experience. I'm proficient in **aiolibs**, developed several production services with **aiohttp** and **aiopg**.
For my pet-projects I used **Flask** and **SQLAlchemy**. Big fan of **mypy**.

I have use **Go** for the half of a year. I developed a production application that communicates by **gRPC**.
This application works with raw **Linux** signals, so I learned a lot about internal Go packages.

Just to mention, I work with **Docker** for my pet-projects. As for databases I use **PostgreSQL** or **MongoDB**.

Projects

Aiohttp-retry

Simple retry client over aiohttp. This package is available on PyPi.

CASPaxos

CASPaxos is a distributed register without a log.
The main idea of CASPaxos is an attempt to replicate the state of the register, not the log. I wanted to figure out how it works and wrote my little implementation.

ViBoard

The project that grew out from hackathon. It was a video service where all the data was stored distributed on the IPFS network. We tried to build a community based economy. Every day a certain number of new coins, which were distributed to the most active users in a day, appeared. We supposed coins cost would be ensured by the popularity of the platform, but the project didn't take off.

TinyFileSystem

Toy file system model. All the information is stored in one file and access is provided through a special interface. I have implemented all the basic commands for working with directories and files.