Illia Pogodin

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Experienced Software Development Engineer and Architect with a 13 years track record of delivering Distributed and Mission-critical Systems in high-agility development environments.

WORK EXPERIENCE

Meta Software Engineer L5 2025

Tupperware allocator: Homebrew Kubernetes for Meta's fleet

- Implementing rebalancer service mainly aimed for AI training optimization, allegedly saving company several millions in operation costs annually
- Improve reliability by
 - o setting up metrics for AI training allocation processes.
 - o improving internal tools for investigating ongoing issues with allocation, saving time and money daily by resolving issues faster.
- Improved internal communication by implementing knowledge transer group for comprehensive incident data sharing

Google(TVC) Senior software engineer 2024

Google messages backend team. 1.6bn active customers.

- Through collaboration with legal teams designed and delivered the integration coverage for lawful intercept inside RCS messages.
- Delivered the optimization for 300 mil Apple customers transition into Googles' RCS infrastructure.
- Identified and resolved the implementation flaws on corner cases.
- Designed simplification for integration flows.

Salesforce Senior member of technical staff 2019-2023

Entity API team:

- Delivered a GraphQL UI integration into Salesforce infrastructure to let customers, such as Airbnb and Bank of America, and internal engineers work with GQL API efficiently.
- Designed and delivered a modular system for GraphQL inner implementation, which allowed other teams to inject custom functionality into Salesforce's API; this system promoted code reusability, simplified the development process, and allowed teams to inject custom revenue increasing filters.
- Delivered comprehensive testing and monitoring strategy for existing REST APIs as well as GQL API.
- Supervised the quality of all delivered features by two teams consisting of 15-25 people as a part of security champion responsibility.
- Initiated and delivered new security assessment process, saving approximately 200 working hours per year for teams.

Security team:

- Redesigned and delivered company-wide system for training against phishing attacks. Excluded vulnerabilities that cost hundreds of human hours per year.
- Delivered initiated environment synchronization incident handling feature, resulting in significant efficiency improvements for the mission critical customer teams.

Wargaming

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Game platform development team:

- Rebuild and delivered wargaming promotion engine.
- Delivered a business objects validation system engine.
- Led redesigns of price system flexibility and configurability, as well as operation-log storage.
- Rebuilt database structure for products definition platform.

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Software Development Engineer III

2016-2018

Platform engineering team:

- Designed and delivered low-latency high-throughput microservices for IGT system.
- Redesigned and delivered one of the key services, reducing latency by 10X.
- Code-reviewed, fixed, improved, and extended several other services.
- Migrated all modules of the OSGI monolith to a single version of Scala.
- Defined metrics standard for company services, and delivered it as a library.

Prior experience

IGT

Software Development Engineer

2010-2016

- **Deutsche bank:** Delivered optimization for the Large Investment Fund Platform; this resulted in a 20% improvement in calculation execution time, removal of problem-causing parts in the DAO layer, and increased efficiency and supportability of the back-end system
- **Deutsche bank:** Leaded the move to Git from SVN, reducing the dev-qa-dev cycle by 10%.
- **Belleron:** Designed and delivered a Storm-based distributed computation solution for an anti-fraud initiative for a large bank, which included building a bank emulator system used by QA for load and functional testing.
- **Alertme:** Developed and delivered high-throughput, low-latency REST-API service, and UI for a smart home technology startup.
- **Ocado:** Delivered a new module for handling vacation/sick/absence/swapping in a time management system for employees targeting big market players with a large number of staff.
- **E-Motion:** Reworked the UI of a call management system to hit the backend 2.5 times less, while concurrently doubling test coverage to bring all the logic under control.

EDUCATION AND CREDENTIALS

MASTERS IN APPLIED MATHEMATICS

National University Of Ukraine, Faculty of Cybernetics, Kyiv, Ukraine

TECHNICAL SKILLS

Computer Science: Algorithms, Data Structures, Concurrent Programming **Engineering:** Design Patterns, Testing, TDD, Scrum, Reviews, Monitoring, Profiling

Java Stack: Java Core, Spring, JSP, JDBC, JPA, Kafka, Hibernate, Liquibase

Databases: Postgres, MySQL, MongoDB, Redis

Application Servers: Tomcat, Jetty

Build Automation: Maven **Testing:** JUnit, JBehave, Mockito

Version Control: Git

Web: HTML, CSS, JavaScript, jQuery