

Ivan Ogloblin | Curriculum Vitae

Education

Bachelor of Science in Computer Science and Software Engineering
Saint-Petersburg State University

Sept 2019 - July 2023

Master of Science in Mathematics
Pontifical Catholic University of Rio de Janeiro

Sept 2022 - November 2025

Work Experience

Co-founder and CTO

September 2025 - current

WetDreams

Co-founded and lead technical development of [WetDreams](#), a Russian platform for AI roleplay that has grown to over 150,000 unique users in less than four months. Architected and built the full-stack application using Next.js, React, TypeScript, PostgreSQL with Drizzle ORM, Redis for caching, Tailwind CSS and Radix UI components, NextAuth for authentication, and AWS S3 for storage. Designed scalable infrastructure using Docker and github CI/CD pipelines supporting high traffic and implemented real-time features for interactive AI conversations.

Quantum Software Engineer

February 2024 - current

QC Design

I am working in a growing startup QC Design for almost two years. I implemented a modest algorithm for dealing with qubit's possibility of being [leaked](#) from the computational system. I brought a new infrastructure that allowed implementing algorithms in C++ and calling them from Python using CPython. I achieved more than a 10000x speedup for simulations of challenging noise models in the circuit. I added support for [Bosonic system](#)'s noise and [Spanning technique](#) that allows for the simulation to converge not to an approximation but to a precise value of the Logical Error Rate for any coherent noise. I also worked on the belief-propagation decoders as well as matching decoders, which were challenging to implement efficiently.

Assistant Engineer, Developer

October 2021 - January 2022

Huawei

Worked on backend C#/ASP.NET/EntityFramework/Autofac + frontend 3js/react/VR. Developed a system of package communication with no delay that alternates between http and signalR requests.

Developer Intern

July - Sept 2021

Yandex

Worked in two teams on backend C++/Python/SQL. Developed a support system for training scripts to work with stored variable logs. Wrote tests for components that were used to prepare data for a neural network that makes recommendations.

Projects

Smashy Ninja

2018

Back in highschool I made a mobile game with Unity 3d engine, published in Google Play. It was removed from Google Play due to inactivity. It's a 2D pixel art platformer with procedurally generated levels. ([github](#))

DoNotExplode

2019

Procedurally generated self-intersecting path for ball to bounce with a certain rules. An example of a billet for one of my game ideas. With an implementation of an interesting algorithm that I developed. ([github](#))

Simulation of photonic quantum computing

2023

Developed a web service dedicated to simulation of linear and non-linear optics for quantum computational models using Python and Django. Used [Strawberry fields](#) as an underlying engine. ([github](#))

Master's Thesis

2023-2025

Investigated a photonic-based model (Fusion-Based Quantum Computing) to implement a topological quantum memory. Explored error models and performed threshold estimations using matching-based decoders on FBQC codes. Demonstrated how logical qubits can be reliably stored by repeatedly fusing resource states, enabling a scalable approach to fault-tolerant quantum memory.

Programming Skills and Languages

- C++, Python, CPython, C#, C, Java, JavaScript, HTML, CSS, Kotlin, Haskell, Scala, SQL, Lean
- Pybind, ASPnet, EntityFramework, Microsoft SQL Express, React, three.js, PostgreSQL, Django, Bootstrap
- Git, Linux, Unity3D, SVN, Blender(3d modeling), protobuf, Shiny, Docker
- Russian (Native), English (Fluent), Portuguese (Speaking)