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Work experience

Solana HFT

Moscow, Russia
Dec 2024 – May 2025

Go/Rust Engineer

- Developed a highload service for collecting stock market data in Go (5–12K RPS, p99 < 50 ms). Used a worker pool and concurrent hash map to optimize load
- Wrote backend in Go and deployed ML and Web in Docker for an audio processing technology (token launching)
- Implemented a trading bot in Rust with a sniping algorithm and minimal latency, designed parallel stream processing using tokio and async/await

Go Rust Docker PostgreSQL OpenAPI

Dvij Startup (*TestFlight*)

Moscow, Russia
June 2024 – Present

iOS/Go Engineer

- Led a team of 3 developers and 1 designer
- The project was built with SwiftUI (iOS 17) and Go, about 40K lines of code
- As an iOS engineer, implemented: recommendations screen, AppleID login with registration. Platform tasks: modularization, app architecture, routing, deeplinking, OpenAPI, profiling and optimization of view rendering
- As a Go engineer, implemented: registration via AppleID, profile, 1.5K lines of integration tests, set up nginx and SSL — separated into containers in Docker, designed a baseline ML model

iOS SwiftUI Go Docker PostgreSQL Python OpenAPI

Yandex.Music

Moscow, Russia
Sep 2023 – Dec 2024

Senior iOS Engineer

- Completely rewrote the main “Collection” tab using common components and optimizing for poor network conditions and offline use
- Led the development of filters feature for the “My Favorites” playlist, integrating cross-device technologies and complex UI
- Created an internal SwiftUI learning platform, improving competence in the technology and sharing knowledge within the team. New features are developed using SwiftUI

iOS UIKit SwiftUI Metrica

Avito

Moscow, Russia
Apr 2022 – Sep 2023

Middle iOS Engineer

- Designed a module of universal map with additional functionality, ensuring full unit test coverage. The solution replaced about 5 duplicates
- Implemented functionality for displaying sales and return policies
- Integrated code generation for comparisons and hashing of BDUI models, and optimized parsing of large data by 4 times
- Performed the role of Scrum Master for 6 months

iOS UIKit BDUI Grafana

MAXIMUM Education

Moscow, Russia
July 2021 – March 2022

Junior iOS Engineer

- Designed onboarding for new users
- Optimized slow screens on RxSwift
- Implemented UI tests using Page Object, set up CI/CD, and accelerated test runs by 2 times

iOS UIKit RxSwift Firebase Fastlane

Huawei

Junior Software Engineer

Dolgoprudny, Russia
Aug 2020 – March 2021

- Performed low-level optimizations at the C++ HashMap allocation level, reducing log volume by 30 times, but slowing down execution by 2
- Migrated tools from Cython to Rust
- Refactored CMake, speeding up build time by 20%

Rust

C++

Python

CMake

Assembler

Education

Moscow Institute of Physics and Technology

Dolgoprudny, Russia
2018–2022

BS, Applied Mathematics and Computer Science

- GPA: 4.16/5
- Thesis topic: “Building Recommendation Systems Based on Deep Structured Semantic Model (DSSM)” Scientific advisor: Victor Kantor