Nikita Iudenkov

Python Backend Engineer

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Profiles

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Summary

Backend engineer who turns technical problems into solutions. Built systems handling **large user bases**, created an **open-source security tool** for Python ecosystem , and migrated **terabytes of data** without breaking things. Always exploring new tech - from **graph databases** to building local **RAG systems**. **6+ years** building with **Python**, from **crypto trading platforms** to **social networks**.

Experience

Independent Development   February 2025 - Present
Freelance & Open Source Developer
🔗 PySentry Github

Summary: Following the closure of my former employer company, transitioned to independent development focusing on open source contributions and client projects.

Developed **PySentry**, a Python vulnerability scanner written in **Rust**, achieving **20-40x performance improvement** over existing tools like pip-audit. The project gained significant traction with **over 20,000 downloads** and was **featured in PythonBytes podcast**. Received positive feedback from industry professionals, including **NVIDIA's Tensor-RT TeamLead**.

Worked on **several confidential client projects** involving backend development and automation solutions.

Currently **actively seeking full-time opportunities** in backend development.

Technology stack: **Python, Rust, FastAPI, PostgreSQL, Streamlit, Tauri, Vue.js, pandas, Docker**

Yollo   March 2024 - January 2025
Python Backend Developer

Development of a social media platform focused on visual content sharing and user engagement. **I led the backend development**, **implementing core features** including user profiles, content feeds, interactions, and analytics.

Designed and implemented a robust **media processing pipeline** that handled automated **conversion of uploaded videos to .mp4 format**, **compression**, and standardization to 1920x1080 resolution, **optimizing storage and delivery performance**.

Spearheaded a **complex migration project**, successfully transferring approximately **90,000 users** and **2TB of content** from a legacy system. This involved extensive data validation and restructuring of problematic database schemas to ensure compatibility with the new architecture.

Integrated **Keycloak** for unified authorization across multiple company services.

Technology stack: **Python, Docker, Jenkins, Keycloak, AWS S3, FastAPI, PostgreSQL, Redis, RabbitMQ**

Evvve   Sep 2022 - Dec 2023
Python Backend Engineer
🔗 https://evvve.net

Evvve is a platform designed for hosting professional events incorporating the facets of social networking and platform-based streaming. I spearheaded the ground up backend development for the platform, **contributed to product decision discussions**, and provided guidance to designers concerning privacy matters, including **GDPR**.

Despite initially having limited experience with **AWS**, I quickly got to grips with it and **implemented a chat** feature consisting of two **microservices** (**API** and **WebSocket**), utilizing **AWS Lambda** and **AWS DynamoDB**.

During this experience, I extensively worked with the following tech stack: **Python, FastAPI, Sanic, Tortoise-ORM, Redis, Celery, PostgreSQL, Socket.IO**, and **AWS** (specifically **DynamoDB, SQS, Lambda, IVS, MediaLive, S3**, and **Serverless Framework** for deployment).

Skipp   Aug 2021 - Sep 2022
Python Backend Developer
🔗 https://skipp.dev

Skipp is an HR platform dedicated to the construction of remote teams. I worked on platform backend, spearheaded the shift to a **microservice** architecture, significantly improving the efficiency and scalability of the system.

Designed and implemented a notification **service**.

Worked on **connecting** many third-party **APIs**.

I was engaged in transitioning from **Django** to FastAPI through comprehensive refactoring efforts.

Technological proficiencies: **Python, FastAPI, PostgreSQL, RabbitMQ, Celery, Redis, Docker**.

SwapZilla   Dec 2019 - Aug 2021
Python Backend Engineer

Developing a trading platform in **Python**, aiohttp (used **Django** in one **microservice**), **PostgreSQL**, **Redis, RabbitMQ** and **AWS** (**S3, Cognito, Lambdas**) for people trading cryptocurrencies that gives access to many exchanges and provides useful tools.

Optimized the operation of the service for replenishing/withdrawing balances on the platform, which listened to blocks of transactions within blockchain networks. Developed support for **Ethereum**.

I was developing a service that **pulled data from exchanges** via REST API and **websockets**.

Neurodens Store   Feb 2019 - Dec 2019
Junior Full Stack Developer

Development of a backend for online store in **Python**, **Django** and **PostgreSQL**. The Saleor open-source e-commerce engine was used as the basis and has been modified a lot in the process. Developed a frontend with **AJAX, SCSS** and **Codyhouse UI framework**.

Projects

Link Kicker   Aug 2021 - Dec 2022
🔗 https://github.com/nyudenkov/link-kicker

Telegram bot written on **Python** with **aiogram** that helps people remember to read postponed links (for ex. with some articles)

TutSovet   Sep 2019 - Nov 2020
Project Manager / Team Lead / Backend Developer

I managed development team that consisted of 3 backend, 1 frontend and 1 AI developers, working on TutSovet - a start-up website with event announcements and an application to find someone to go to an event with. We used **Python, Django, RabbitMQ, PostgreSQL**, and **Rust** (**actix-web** with **diesel-orm**) for backend, and **React.js** and **Codyhouse UI framework** for building frontend. Unfortunately, our plans were ruined by COVID-19 restrictions.

Space Station 13

This is an **open-source** multiplayer game that was built with closed-source engine called BYOND. I made contributions to one of main forks of this game (/tg/station, 1.3k stars on Github, 4k forks, >1k commits every month)
Maintained a few Russian-speaking community **forks** that had **more than 25 unique contributors every month**. I made main decisions on in-game mechanic suggestions from players, developed protection against multi-accounts usage, optimized already existing solutions. Also hosted own forks.
Technologies: **BYOND DreamMaker, C language, SQL** (we used **MariaDB**), **javaScript** (for GUI inside game), **Python** (for Discord bots that interact with game servers) and **Rust** for optimization of work with files and database.

Skills

Python	FastAPI	aiohttp	Django
SQL	PostgreSQL	Redis	RabbitMQ
Rust	AWS	DynamoDB	Docker

Languages

Russian	English	Serbian
Native	B2	A1

Interests

Drums	Psychology	Philosophy	Photography
Drones	Foosball	Hiking	Backgammon

THE DNTGVFKRS   Nov 2022 - Dec 2023
Music project
🔗 https://youtu.be/UtcT35pYs-s

My friends and I found a bunch of electronic gadgets and a drum, and started creating things out of it all. I play percussion in the project. Follow the link - our last performance in the city of Gyumri, Armenia.

Personal youtube
🔗 https://www.youtube.com/@nyudenkov

Here I publish my videos shot on a drone.