Rust Team Lead

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December 22, 2024

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Languages

- Russian (Native)
- English (B2 — Advanced)

Objective

A highly skilled Rust Team Lead with nearly 10 years of software development and system architecture experience. Committed to driving innovation in robust, high-performance systems and empowering teams to deliver impactful solutions. Seeking to leverage deep technical expertise, leadership skills, and microservices best practices to build high-performing development teams, streamline processes, and achieve business objectives in cutting-edge projects.

Work Experience

Rust Team Lead @ Inline Group

Mar 2024 – Present, 1 year

- Led a 12-person backend team (part of a 40+ overall project staff) in an import substitution initiative to migrate business processes from SAP to a custom Rust-based microservices ecosystem.
- Architected and maintained microservices using **Actix Web**, **RabbitMQ**, **PostgreSQL**, and other technologies, ensuring high throughput and reliability.
- Introduced and enforced Agile practices (Scrum, sprints, daily standups, retrospectives), increasing development velocity by $\sim 20\%$ and reducing rework.
- Defined infrastructure requirements (CI/CD pipelines, test environments) and coordinated with DevOps to streamline deployments in a corporate on-premise environment.

- Spearheaded the hiring and onboarding process: expanded the backend team from 5 to 12 developers, reducing average onboarding time by $\sim 30\%$.
- Implemented a custom Cargo registry to meet stringent security requirements, integrating static code analysis (Clippy, cargo-audit, SonarQube) into the pipeline.
- Oversaw architectural decisions, code reviews, and performance optimizations; decreased bug backlog by $\sim 30\%$ after instituting more rigorous QA and review practices.
- Collaborated with business analysts and key stakeholders to transform high-level SAP-based requirements into microservice-oriented solutions, cutting turnaround time for new features by $\sim 25\%$.

Key Achievements:

- Improved sprint productivity by $\sim 15\%$ through implementing async and personal sprint planning.
- Increased sprint predictability by $\sim 25\%$ via more accurate estimation and better backlog refinement.
- Established transparent reporting and roadmap tracking for stakeholders, enhancing cross-team communication and aligning business priorities with technical execution.

Technologies: Rust, Actix Web, RabbitMQ, PostgreSQL, Docker, GitLab CI/CD, Odoo, Clippy, cargo-audit, SonarQube

Lead Rust Developer @ YADRO

Mar 2023 – Mar 2024, 1 year

- Enhanced the architecture of a hardware-software complex for deduplication-based backup solutions.
- Conducted research on optimizing **RocksDB** and enhancing NVMe disk performance.
- Implemented data structures for efficient storage of hashes and hash-hashes.
- Resolved bugs and improved compression and deduplication modules.
- Conducted code reviews and delivered internal Rust lectures, facilitating ex-C++ developers' transition to idiomatic Rust and decreasing onboarding time by $\sim 30\%$.

Technologies: Rust, Tokio, Protocol Buffers, Serde, RocksDB, Git

Senior Rust/Python Developer (Part-Time) @ Ultima-bi

Nov 2022 – Mar 2023, 5 months

- Developed **Python wrappers** and a caching system for a data science tool based on **Polars**, ensuring seamless Rust $\leftrightarrow$ Python integration.
- Leveraged **PyO3** to accelerate critical code paths, achieving $\sim 25\%$ faster data processing.
- Designed automated tests to ensure reliability and maintainability of the hybrid Python-Rust solution.

Technologies: Rust, Python3, PyO3, Git

Rust Team Lead @ Solcery

Mar 2022 – Mar 2023, 1 year

- Led a team of 4 Rust developers to build a blockchain-based database using **Solana** smart contracts, focusing on DAO and card game frameworks.
- Architected and implemented low-level data storage structures, versioning, and table migrations, reducing code complexity by $\sim 20\%$.
- Formulated requirements from user stories, bridging technical and business aspects for clear deliverables.
- Coordinated sprints, assigned tasks, tracked timelines, and ensured on-time delivery of features.
- Conducted code reviews, reducing production bugs by $\sim 30\%$ through early detection of issues.

Key Achievements:

- Streamlined the Rust development workflow, cutting average code review time by 40%.
- Established best practices for versioning and migrations, enabling seamless DAO-based solutions for card game frameworks.

Technologies: Rust, Solana Test Validator, Git, GitHub

Senior Rust Developer @ Kaspersky Lab

May 2021 – Mar 2022, 11 months

- Maintained and enhanced a blockchain-based voting service built on Exonum, adding weight-based voting functionalities.
- Expanded integration and unit test coverage to $\sim 75\%$, strengthening overall code quality.
- Facilitated the migration to the Microsoft ecosystem, refining CI/CD pipelines for more efficient deployments.

Key Achievements:

- Reduced post-deployment issues by $\sim 25\%$ through improved test coverage and robust CI processes.
- Refactored the codebase for better maintainability, simplifying future feature additions.

Technologies: Rust, Exonum, Protocol Buffers, Serde, Git

Rust Developer @ Kryptonite

May 2020 – May 2021, 1 year 1 month

- Migrated a legacy Scala-based voice call processing system to Rust, improving performance and reducing memory usage.
- Implemented voice recording normalization and embeddings-based analysis for high-accuracy indexing.
- Developed synchronization modules for multi-track dialogues, increasing data integrity.
- Created comprehensive unit test suites to validate new features and maintain stability.

Key Achievements:

- Achieved $\sim$ 20% performance boost compared to the Scala version, enabling faster call analysis.
- Reduced memory footprint by $\sim$ 25% through optimized concurrency patterns in Rust.

Technologies: Rust, PostgreSQL, nalgebra, Serde, Protocol Buffers, Tokio, Git

Senior C++/Go Developer @ B2Broker

Nov 2018 – Mar 2020, 1 year 6 months

- Developed financial software using MT4/MT5 APIs, including trade copiers in C++ and Go.
- Built a Multi Account Manager for flexible fund delegation and reward calculation, boosting operational efficiency by $\sim$ 15%.
- Designed microservices in C++ and Go for data normalization and delivery from MT4/MT5 to widgets, ensuring real-time data updates.
- Implemented data collectors for statistical analysis, providing better insights for brokers.

Technologies: MSVC, CMake, Protocol Buffers, gRPC, NATS, PostgreSQL, Vcpkg, Git

Middle → Senior C++ Developer @ ASCON

May 2016 – Nov 2018, 2 years 7 months

- Contributed to the development of libraries for architectural design (KOMPAS), adding a "Change View Plane" feature to enhance 3D modeling capabilities.
- Implemented an automated testing framework (C++/Python), reducing manual QA overhead by $\sim$ 30%.
- Participated in a major codebase refactoring, transitioning to C++17.
- Introduced Git, Slack, and integration tests, streamlining collaboration processes.

Technologies: MSVC, C++, Boost, kompas-api, Python, Git, SVN, CMake

Middle C++ Developer @ Con Certeza

Mar 2015 – Apr 2016, 1 year 2 months

- Developed a sniffer and parser for signaling traffic (covering the entire SS7 protocol stack) as part of the SORM system for MTS.
- Authored parsers for INAP, RANAP, MAP, TCAP, CAP, MTP3, MTP2, SCCP, SIP.
- Designed and implemented modules to gather information from traffic based on RFC protocols (SMS, subscriber movements, telephone calls).
- Created integration tests for the implemented functionality using Python.

Technologies: Myri10GE API, libpcap, PF_RING, C++11, Boost, Python

Middle C++/JS Developer @ LiveTex

Jul 2014 – Mar 2015, 7 months

- Created wrapper modules for **PostgreSQL** and **ZeroMQ** for Node.js, reducing query latency by $\sim 10\%$.

Technologies: GCC, C++, Node.js, JavaScript

Junior C++ Developer @ Tools for Brokers

Nov 2013 – Jul 2014, 9 months

- Developed for the MetaTrader 4 and 5 platforms.
- Enhanced and debugged a plug-in for mutual fund investments (UMAM).
- Built a web application for MT4 server management, improving admin efficiency by $\sim 15\%$.

Technologies: C++, Boost, C#, JavaScript