

Mike Glukhov

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Skills

Most comfortable with Solidity, Go, C, Javascript, Common Lisp, Forth, Emacs Lisp, Git, Linux

Have worked with Java, Python, C++, Rust, Clojure, Erlang, C#, PHP, Bash

Projects

I contribute to a number of FOSS projects in varying degrees. See my Github.

Solipsism

Solidity, Common Lisp

Static analyzer for the Solidity programming language. Aimed at audit and finding vulnerabilities in smart contracts.

Expert system for job search

Common Lisp

An automated job analysis project that builds on my early research on expert systems.

Forth VM Implementation

Assembler, Forth

Implementation of the Forth programming language and its Virtual Machine from absolute zero in assembler x86.

Supports exceptions, object-oriented programming, system calls, and high-level Forth code decompilation.

Literate Programming Tools

Rust, Emacs-Lisp, Erlang

A set of Emacs utilities that extend Literate Programming methodology to Literate Project Management. Supports task management in the project source code, time tracking and bug tracking. Designed to replace Atlassian Jira.

Experience

Core Blockchain Developer at MEP

Rust, Solidity, Web3 | Mar2022 - till now

Startup passes the MVB Accelerator program from Binance Lab. MEP is an interoperability communication protocol. My responsibility:

- Design and implementation of a virtual machine for multi-chain event exchange
- Implementation of the multi-chain protocol
- Node implementation, including the consensus mechanism, p2p network layer and network protocols

Bridge engineer at Aurora Labs (NEAR Protocol)

Rust, Solidity, Web3, NATS | Jan 2021 - Mar 2022

The company is developing a solution for scaling Ethereum. My responsibility:

- Bridge indexer (indexes transactions passing through the Rainbow Bridge between Ethereum and Near)
- Bridge monitor (monitoring of suspicious transactions in terms of security, automation of incident response)

Solution Architect at Insolar

Go, JavaScript, React, PlantUML, PostgreSQL | Jan 2020 - Jan 2021

To visualize the algorithm of the Node's work, I wrote a translator from the Go code to the State Diagram for PlantUML. This state machine processed messages from other nodes. I have applied my experience in building compilers. As a result:

- Some bugs were found,
- The documentation has become easier to keep up to date,
- Accelerated architectural design: it was easier to reflect the changes on the diagram.

I have done architectural design for the Observer component. It is a several microservices that collects data from the blockchain network, aggregates it and provides it to web frontends. Frontends show our users transactions, account balances, and contract states.

For a startup, a patent portfolio is important - it affects the price of the possible sale of the company and the receipt of financing. I have patented architecture with a US patent attorney and have filed several patents.

Independent Research

Rust, Solidity, Python, NodeJS, C++, PostgreSQL, RabbitMQ | Apr 2019 - Dec 2019

- Independently designed and implemented my own blockchain system aimed to IOT.
- Mentored a students who built a blockchains.
- Learning the Rust programming language and using it to develop an educational blockchain node

Blockchain researcher, Core Blockchain Developer at Waves

Scala, JavaScript, ModX, React | Sep 2018 - Dec 2019

Waves is the largest developer of blockchain solutions in Russia: an open blockchain protocol and development toolset for Web 3.0 applications and decentralized solutions.

Achievements:

- Developed a decompiler for Ride, the smart contract language on the Waves blockchain. It finds compilation patterns from bytecode and restores lost semantic constructs.
- I researched the possibilities of implementing NFT tokens and Curated List Registries on Waves blockchain.
- I wrote a number of tests and documentation.

System Architect at Enecuum

Java, C++ | Mar 2017 - Sep 2018

A blockchain startup in the post-ICO stage, is developing a blockchain project.

I had to deal with research, architecture design, hiring and training team developers, setting and monitoring the execution of tasks and many other things besides working with code.

I divided the efforts of the developers by creating four departments:

- Node developers
- Block explorer developers
- Mobile application developers
- Web developers

Each department had 6-8 people and 2-3 testers, about 40 people in total. I implemented scrum and wrote several utilities (in Emacs-Lisp) that track the progress of tasks (on a Gantt chart) and signal when they are behind schedule.

After the launch of TestNet, I developed the Virtual Machine for executing smart contracts.

Achievements:

- Launched the Test Network (400 nodes)
- Developed a virtual machine that executes smart contracts
- Made a compiler from Solidity-like high-level language into VM-bytecode.
- Trained team leaders in each department

Head of Development at Automaton

Erlang, PHP, Kikad, C, C++, Symphony, React | Dec 2015 - Mar 2017

The company is engaged in the development and operation of automated parking lots. I led a research project to develop a new hardware and software parking system.

Technologies:

- PCB Design - Kikad, Altium Designer
- Programming: C, Assembler, Erlang (telephony), PHP/JS: Symphony, React (web interface), EmacsLisp (code generation for "executable specifications" and utilities for collaborative remote work)
- Linux on ARM Cortex A8

The development was carried out from scratch, in stages:

- Hiring employees
- Selection of electronic components,
- Creation of printed circuit boards,
- Writing low-level code that controls barriers and polls sensors
- Writing business logic and web interfaces through which parking can be controlled remotely,
- Internet telephony connection to communicate with the parking client

The first implementation took place six months after the start of development, the development fully paid off in a year. The developed solution is ahead of the competitors.

- 2 design engineers (topologists) for the design of printed circuit boards
- 1 Linux kernel driver developer
- 3 Full stack web developers (PHP Symphony React)
- 2 Android developers
- 1 Ios developer
- 10-20 implementation engineers, installers, electricians (at the implementation stage)
- 4 QA specialists
- 1 3D artist
- 1 Erlang developer (telephony)

Achievements:

- Designed the hardware and software architecture of the paid parking automation system.
- Planned and organized software and hardware development work, including selection of electronic components and circuit design.
- Implemented business logic and presentation layer (Operator Workplace) on Symphony and React
- Supervised the implementation of the transport layer and the hardware abstraction layer (C/C++, kernel modules, device drivers)
- Organized parallel development on a modular basis to speed up product creation and kanban methodology
- Implemented Continuous Integration and Lifecycle Management Process (Releases, Bug Fixes, Feature Additions, Technical Quality Control, Automated Testing)
- Implemented secure (digital signature) and fail-safe (rollback to the previous version if tests fail) firmware update via the Internet.
- Automated documentation generation and storage using GIT based versioning and "executable specifications".

TeamLead at BKN

C#, ASP.NET, Javascript, ExtJs, Symphony, React | Apr 2015 - Dec 2015

The company is the second local real estate website. Receives income from advertising on the site and ads from the sale of real estate. 3 people were involved in development.

The site showed a decline in ad revenue for the six months before I joined the company. It was necessary to increase the resource in the subject and interest advertisers.

Achievements:

- Using the data of real estate agencies, I created a section on residential complexes and new buildings, which soon reached 60% of the site in volume, which allows you to dramatically increase advertising revenues on.
- Implemented on the site a section for the search and selection of apartments, rooms and residential buildings of the primary and secondary market, integrated it with the inter-agency database of real estate objects.
- Formed an SEO strategy for website development.

After the completion of the work, advertising revenue and traffic began to show steady growth.

TeamLead at Trend

Php, Nginx, Mysql, PostgreSQL | Feb 2014 - Mar 2015

The company is a young fast-growing real estate agency specializing in new buildings.

I automated the business process of a real estate sales agency:

- Made an internal portal with a personal account of a realtor and the functionality of booking apartments
- Implemented automated setting of recommended prices and automatic selection of an object according to the criteria entered by the realtor

Lisp|Erlang Developer at Algorithmic Trading Company

Erlang, Common Lisp, C++ | Apr 2012 - Feb 2014

I have developed solutions in the field of electronic currencies based on Blockchain technology.

Senior Developer at WizardSoft

PHP, JavaScript, Common Lisp, Postmodern, PostgreSQL | May 2011 - Apr 2012

The company is engaged in the automation of cost management in construction. Achievements:

- Developed a high-load web-portal for construction tenders. The prototype was implemented in Common Lisp, Postmodern and PostgreSQL. After acceptance, the prototype was significantly extended and rewritten in PHP.

Middle developer at TsiFri

PHP, MySQL, JQuery, Common Lisp, Memcached | Sep 2009 - Apr 2011

The company is an online store.

- I refactored the legacy code for high loads by introducing caching and using Common Lisp.

Junior Web Developer at Webdom

PHP, Nginx, MySQL | Jan 2007 - Sep 2009

Web Studio.

- Developed the framework on which the company now operates. CMS based on it are delivered to clients.

Freelance programmer at Pochin

Linux, Apache, MySQL, PHP | Sep 2005 - Jan 2007

The company is an online store of car covers, auto parts and auto tools.

- Designed and developed an online store (three versions in a year and a half)