



Mikhail Drepin, 33yo **Python software developer**

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Python[async] Django Flask FastAPI OpenAPI Swagger Torch PostgreSQL MongoDB
HTML CSS JS Linux git REST SOLID KISS TDD BDD DevOps MLOps CI/CD GCP AWS
Docker Kubernetes Microservices Sentry Grafana ELK

Python developer **Architect**

(05.2021, 04.2022)
[CertaintyLab]

CertaintyLab is a Berlin startup working on a smart traffic control to reduce traffic jams and CO2 emission in a cities. I joined the company to make a scalable version of existing MVP. I act as a system architect, backend developer and MLOps. Fully automated processes of data collection, model training, production deployment and real-time operation was created from the scratch. I learned a lot about ML and RL. The hardest part was to keep codebase clean and simple while ML team wants to make a lot of parallel experiments. Customers were happy with a reach and well documented API.

Backend developer **Teamlead**

(04.2013, 05.2021)
[Tranio]

Tranio is a worldwide real estate broker. Public web catalog and Sales CRM are two main parts of business. I joined a team as a developer and grew to team lead position. I managed the update process from python2.7 to 3.3 and then to 3.8 Few c++ extention was written to make complex computation working fast and display results on the web pages in a real time. Website customers count increased by 25% in average every year, due to close coordination between SEO and development teams. I learned a lot about people management, hired 9 people in the backend team, only one quit.

Fullstack **developer**

(02.2011, 05.2013)
[IComplex]

IComplex is a web studio company. Each project started from the scratch and we tried a lot of different technologies, mostly with php but also with python/django. Here I learned how to and how not to make a websites.

Personal

Family, 2 children, BlueKart until 2026. Native Russian, fluent English, bisschen Deutsch. Looking for a company from "not-an-evil" industry.

Interests

Spend time with my family, astrophysics, paleoanthropology, rust, video games.