Rostislav Rumenov

About me

Experienced software engineer in large-scale distributed computer systems, with a focus on first-principles design—where a clear understanding of requirements, constraints and trade-offs drives the best solutions. Rust expert, building high-performance, reliable systems.

Experience

Qube Research and Technologies — Zurich, Switzerland   03/2025 – present
Quantitative Technology Director

Building Qube's data retrieval engine in Rust.

Dfinity — Zurich, Switzerland   01/2021 – 01/2025
Staff Software Engineer, Team Lead (progressed from Senior Software Engineer)

Led Dfinity's Networking/P2P team in designing the [Internet Computer Protocol's](#) P2P layer in Rust, built on [QUIC](#) transport and providing eventual consistency for Byzantine fault-tolerant distributed systems.

Google — Zurich, Switzerland   10/2011 – 12/2020
Senior Software Engineer L5 (progressed from Software Engineer L3)

Built Google Search infrastructure in C++, including low-latency indexing system on [Spanner](#) and large-scale image pipelines on [Bigtable](#)/[Percolator](#).

Education

Massachusetts Institute of Technology — Cambridge, MA   09/2007 - 06/2011
BS in Mathematics with Computer Science

Awards

- **ACM-ICPC World Finals** — Honorable Mention (2011)
- **International Olympiad in Informatics** — Gold medal (2007), Gold medal (6th) and Special Award (2006), Silver medal (2005)
- **USA Computing Olympiad** — Bronze medal (2006), Finalist (2005)