

Rostislav Rumenov

About me

Experienced engineer in large-scale distributed computer systems, with a focus on first-principles design—where a clear understanding of requirements 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
Keywords: [Rust](#), [Tokio](#), [Protobuf](#), [gRPC](#), [Arrow](#), [Bazel](#), [Prometheus](#), [Grafana](#), [OpenTelemetry](#)

[Dfinity](#) — Zurich, Switzerland 01/2021 - 01/2025
Progressed from Senior Software Engineer to Staff Software Engineer, Team Lead
Keywords: [Rust](#), [Tokio](#), [QUIC](#), [Protobuf](#), [gRPC](#), [Bazel](#), [Prometheus](#), [Grafana](#), [OpenTelemetry](#)

[Google](#) — Zurich, Switzerland 10/2011 - 12/2020
Progressed from Software Engineer L3 to Senior Software Engineer L5
Keywords: [C++](#), [Protobuf](#), [gRPC](#), [Abseil](#), [Bazel](#), [Spanner](#), [BigTable](#)

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)