

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)