

# 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*

Built 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)