Hi 👋 I'm Vasily Zubarev



github.com/vas3k





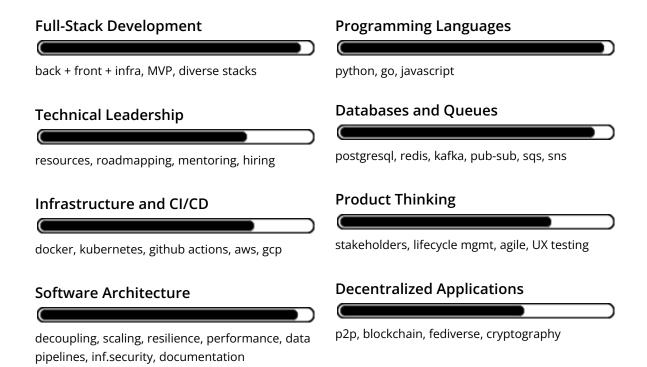
I'm an engineer from Berlin = with 13+ years of experience.

My main languages are Python, Go, and sometimes JavaScript, as I specialize in web apps and services. I've mostly worked in startups and mid-sized companies because I love solving real-world problems, building products, and bringing value to users.

For the past 3 years, I've tried my hand at being a team lead, because I believe that the success of any project is not only clean code and architecture, but also good communication and collaboration within the team. I'm still a coder at heart, but now I see the importance of all parts of the system working together.

I value simplicity in my projects. I believe that all complex systems are rarely built all at once but evolve from simpler systems throughout time (Gall's Law).

Skills





Team Lead, Tooling + Signer App @ Parity Technologies

Berlin, Germany Feb 2021 – July 2024



Parity is a company behind one of the top-ten L1 blockchains called Polkadot.

- I was hired to build the Tooling team. We created a set of tools (Python + JS/TS) for blockchain developers to test decentralized networks and automate the chores inherent in large OpenSource projects.
- We were assigned to rewrite the <u>Polkadot Vault</u> (ex Parity Signer) from React
 Native to a truly native iOS/Android UI + Rust core (for security). I interviewed
 and hired Swift and Kotlin developers, a UI designer and coordinated the project.
- After that, I switched to the Business Automation team, where we made internal products to automate processes for non-tech teams: financial reports, event management, meeting rooms and desk booking, chatbots, etc.
- The biggest app we've built was the <u>Hub App</u> our internal and very opinionated system for managing offices in 3 countries and organizing all internal and external events for 300+ remote workers and the community.

Platform Developer @ Anaconda, Inc.

Berlin, Germany + Austin, TX, USA (remote) Nov 2019 – Feb 2021



Anaconda is a popular data science platform in the Python community.

- Worked in a team of 3 people that developed <u>Team Edition</u> a self-hosted package repository solution for companies.
- Took a lead in developing a CVE vulnerability analysis system with daily updates and automated security reports.
- Bootstrapped Anaconda Cloud, a new SaaS platform for data scientists.
- Engineered a secure, stateless, and decentralized authorization system for microservices utilizing OAuth, JWTs, IAM, and Envoy-sidecars within a Kubernetes environment.

Software Engineer in Logistics @ Delivery Hero SE

Berlin, Germany Sep 2018 — Nov 2019



<u>Delivery Hero</u> is a food delivery company. I was part of the Logistics department.

- Our team was responsible for dynamic pricing and delivery time prediction.
- Using PostGIS and OpenStreetMaps, we did a lot of "magic" over geometry: isochrones, geohashes, routing algorithms, fast time estimations, etc.
- That was the first time when I was fully immersed into the DevOps ideology.
 Managed infrastructure as code in Kubernetes, Helm and Terraform. We had
 CI/CD for 45+ countries in 4 AWS regions!

Lead Backend Developer @ Sola.ai (aka. Plag)



Vilnius, Lithuania 2014 — 2018

Plag** (renamed to Sola later) was a geolocation based social network.

- Developed fast real-time asynchronous backend in Python, Asyncio, Websockets, PostgreSQL, RabbitMQ, Redis and various AWS services.
- Implemented a smart newsfeed system that heavily used geolocation and smart content analysis.
- Survived the first Blockchain hype dealing with \$2.5 million ICO (pretty intense!).
- Built a decentralized content delivery network using IPFS and DHT.
- We had a lot of problems with fraud, spam and we were actively defending ourselves right on the air. Fun time!

Developer and Researcher @ Sensee



Vilnius, Lithuania 2014 — 2016

Real-time video communication app with AR features. We started it with the same team as the previous project.

 Designed and built an asynchronous backend for 10,000+ simultaneous connections using Tornado (popular async framework at the time) and Websockets (not so popular that time:D)

- Implemented a peer-to-peer video and data transmission system using WebRTC that dramatically saved costs for video-processing infrastructure.
- Using OpenCV, I've developed a real-time object detection algorithm which was ported to iOS and Android by our C++ developers

Backend Developer @ We Heart Pics

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Moscow, Russia (remote) 2012 — 2014

Instagram-like social network with daily photo-challenges for 2M users.

- Inherited a monolithic API on Python, Django, MySQL, AWS and supported its development until the very end
- The project was changing often and its admin interface was constantly breaking down. So I've created an automatic admin generator called GodMode and open-sourced it later

Freelance Web Developer



Novosibirsk, Russia 2009 — 2012

During my university time, I started as a full-stack web developer, coding e-commerce websites and web-portals, which were popular at the time.

Education

Novosibirsk State Technical University

Master's Degree with honors 2008 - 2014

Conducted extensive research in the fields of Natural Language Processing and Search Engines, resulting in the creation of an adaptive semantic text analysis algorithm. As my thesis, I developed a "smart parser" for converting natural language text into a structured semantic "knowledge", contributing to the functionality of early-days "smart-assistants". Long before the good ChatGPT days:)

e Personal info

Male, 32 y.o., originally from Siberia Russia. Moved to Lithuania in 2014, and to Berlin in 2018, where I am based today. Still love this crazy place.

Hobbies: traveling on my self-built VW camper, DIY'ing something at home, blogging about tech, playing with my HomeLab, archery.

Languages:

ﷺ English — C1

German — B1

Russian — native

Pet-projects on GitHub: vas3k.club, Infomate, Pepic

Some of my articles:

- Computational Photography. From Selfies to Black Holes
- A Team. How to build awesome teams without bullshit
- Machine Learning for Everyone
- How Machines Predict The Weather For Us
- Machine Translation. From the Cold War to Deep Learning