Hi 👋 I'm Vasily Zubarev



in github.com/vas3k



+491778769351



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

Full-Stack Development	Programming Languages
back + front + infra, MVP, diverse stacks	python, go, javascript
Technical Leadership	Databases and Queues
resources, roadmapping, mentoring, hiring	postgresql, redis, kafka, pub-sub, sqs, sns
Infrastructure and CI/CD	Product Thinking
docker, kubernetes, github actions, aws, gcp	stakeholders, lifecycle mgmt, agile, UX testing
Software Architecture	Decentralized Applications
decoupling, scaling, resilience, performance, data pipelines, inf.security, documentation	p2p, blockchain, fediverse, cryptography



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