Tyulbashev Vladislav Sergeevich

GitHub: **vtyulb**
Habr: **vtyulb**
Telegram: **vtyulb**
Mail: **vtyulb@vtyulb.ru**

Yandex 2018 – now

HighLoad, DevOps, C++. Senior Software Developer (G17).

From autumn 2021: search department, realtime data delivery team.
Yt database and yandex s3–compatible storage. Kubernetes & docker alternatives.
Our product is a specific database for Yandex Search and Yandex Direct.
It serves 10 mil+ rps and has the ability to rollback for up to 3 hours almost instantly.

Till autumn 2021: news department, infrastructure group, runtime team.
Proprietary stack, yandex internal technologies – L3, L7, AppHost.
Databases ydb, yt, redis, zookeeper. Kubernetes & docker alternatives.

In both teams I have been developing backend business logic and was responsible for duty shifts.
There was also a lot of production configuration and highload services debugging.

Diaprom 2017 – 2018

Analytical software for nuclear power plants. Qt/C++, QML, microservices
http://www.diaprom.com

GitHub

BSA-Analytics, 2014 – 2017
BSA telescope data processing. Qt/C++
https://bsa-analytics.prao.ru/project/bsa-analytics

QLiveBittorrent, 2013
Torrent client with realtime opening feature. Qt/C++, FUSE, libtorrent
https://habr.ru/post/185770

Labyrus, 2012 – 2013
Network game based on it's own engine. Qt/C++, OpenGL
https://habr.ru/post/177807

About me

Prizewinner of All-Russian programming Olympiad for schoolchildren 2012, 2013.
I'm searching for difficult C++ projects on a modern technology stack. Relocation preferred.
https://vtyulb.ru