

Andrey Kuzmin

he/him

I am a Software Engineer with 18 years of experience in web technologies and distributed systems.

With a hands-on approach, I'm committed to delivering impactful products by bridging gaps across frontend, backend, and infrastructure. I code in multiple languages, mentor junior engineers, enhance developer experience, design scalable solutions and troubleshoot complex issues.

CONTACT

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WORK EXPERIENCE

Staff Software Engineer

Arrival • May 2022–Present

- Led the integration of web apps into a company-wide suite of tools to facilitate adoption
- Led the authentication upgrade across multiple systems to enable single sign on and address security risks
- Mentored junior software engineers in Elm and Rust
- Simplified infrastructure to reduce AWS spendings (roughly 2k a month) and maintenance costs
- Designed the GraphQL API for exposing computation results and led the implementation in Rust
- Sped up CI pipelines using Nix (saved 5 minutes on average)

Senior Software Engineer

Arrival • Feb 2021–Apr 2022

- Developed software for automated cost and manufacturability estimation
- Developed a browser UI with interactive 3D visualisation
- Evolved the in-house computation platform to deliver user facing product
- Designed a secure method to share computation result files
- Sped up the CI pipeline for the UI monorepo from 20 to 5 minutes

Senior Software Engineer

SoundCloud • Apr 2018–Jan 2021

- Introduced end-to-end tests for the major checkout flows, ensuring confident deployments
- Unified the checkout UI across web, mobile web and Android webview
- Participated in on call rotation for the payments services and the web frontend
- Led the implementation of the new checkout flow for Mastering
- Led the effort to upgrade the legacy SDK to enable new payment methods
- Guided junior software engineers in TypeScript and React.js
- Conducted interviews with engineers and designers, reviewed coding challenges

Software Engineer

SoundCloud • Oct 2016–May 2018

- Developed the Play queue feature on web, also called “Next up”
- Developed the SoundCloud app on Xbox and Windows
- Led the development of the new home page on web, powered by recommendation systems
- Led the development of the GDPR settings page on web
- Set up dashboards for web platform KPIs

Senior Frontend Engineer

Zalando • Sep 2014–Sep 2016

- Designed and implemented a [service for frontend microservices](#), that allowed teams develop and deploy their fragments of the Zalando website independently of each other
- Collaborated with the checkout team to move their product to the new frontend architecture and implement the new checkout UI in React and backend in Node.js
- Contributed to frontend team growth by interviewing candidates
- [Wrote articles](#) for the company engineering blog

EDUCATION

Novgorod State University

Engineer's degree, Software Engineering

Sep 2002–Jun 2007

Veliky Novgorod, Russia

SKILLS

Frontend • Backend • Rust • Python • TypeScript • Elm • Ruby • Scala • Nix • Distributed Systems • Continuous Delivery • Functional Programming • SQL • Node.js • React.js • AWS • K8s • WebGL

PROJECTS

Prometheus Alertmanager

github.com/prometheus/alertmanager

Manages alerts sent from Prometheus. I designed and developed the UI and reviewed the changes from other contributors.

Browser Games

unsoundscapes.itch.io

Various browser games that I created at game jams and hackathons. I also organized several Elm game jams. The games are open source and can be found on my github page.

Elm Physics

github.com/w0rm/elm-physics

3D Physics engine inspired by Cannon.js, implemented in Elm. You can read more about it on [Elm Discourse](#).

Elm OBJ File

github.com/w0rm/elm-obj-file

A neat way to load and transform 3D geometry from the OBJ file format in one go with composable decoders.

OUTREACH AND PUBLIC SPEAKING

In 2018–2021, I organized the Elm Berlin meetup and ElmBridge, a bimonthly workshop dedicated to teaching Elm to folks from underrepresented groups in tech. Additionally, I presented at functional programming conferences, most notably Curry On, Elm Conf (Strange Loop preconf), and Lambda Days.

HOBBIES

My hobbies include yoga, going to concerts and learning 日本語.