Andrey Kuzmin Berlin, Germany

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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.

Work Experience

Staff Software Engineer   **Arrival**   May 2022–Present

- Led the integration of Web UI into a company-wide suite of tools to facilitate the adoption
- Led the authentication upgrade across multiple systems to 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 named after Yaroslav-the-Wise   Sep 2002–Jun 2007
Engineer's degree, Computer Software Engineering   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.