Constantine Yachnytskyi
Distributed Systems & Backend Engineer (Rust/Go)

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Distributed Systems & Backend Engineer (Rust/Go) with 5+ years of experience building fault-tolerant, high-performance systems. Skilled in database optimization, event-driven architectures, and cloud-native platforms (Kubernetes, AWS). Known for delivering measurable impact (e.g., cutting page loads from 40s → 1s, reducing infra costs) and for taking full ownership from design to production in remote-first teams.

WORK EXPERIENCE

Golang / Rust Software Engineer
Ein-Des-Ein
03/2023 - Present

Achievements/Tasks

- Designed and implemented robust, high-performance pipelines for automated data extraction, HTML document generation, XML map updates, and seamless upload to AWS S3.
- Introduced and integrated advanced features, including a product rating and commenting system, significantly improving user engagement and platform capabilities.
- Drastically improved backend and database performance, reducing critical page load times from 40–50 seconds to ~1 second by eliminating N+1 query patterns and optimizing data access logic.
- Reduced the number of database queries on key endpoints from 50–60 to 3–5, significantly decreasing database load.
- Engineered and introduced composite, single-column, and JSON indexes, resulting in database CPU load dropping from 100% during peak hours to a stable 10–15%.
- Led the evolution of database architecture, having full ownership of schema design and optimization for scalability and maintainability.

Golang / Rust Software Engineer
Capgemini Engineering
03/2021 - 03/2023

Achievements/Tasks

- Built core systems including pagination, ElasticSearch pipelines, filtering, ordering, and query helpers to streamline data retrieval and processing.
- Created a universal filtering and query pipeline for ElasticSearch, reducing duplicate code by 90% and improving search performance across multiple services.
- Optimized Docker containers, reducing their size by up to 100 times for efficient deployments.

Golang / Rust Software Engineer
PSPLine
02/2020 - 03/2021

Achievements/Tasks

- Built a payment transaction microservice in Golang, processing 10K+ daily transactions.
- Delivered a real-time reporting module for instant balances and settlements.
- Developed an internal API gateway, reducing partner integration from weeks to days.

SKILLS

Golang	Rust
Python	MySQL
PostgreSQL	ELK
MongoDB	Redis
RabbitMQ	NATS
REST API	gRPC
GraphQL	JSON
CI/CD	Docker
Kubernetes	AWS
Elixir	Git
Flexibility	Communication
Teamwork	Confidence
Problem Solving	Self-management

CERTIFICATES

Microservices with Node JS and React (01/2023 - 03/2023)
bit.ly/microservices-with-node-js-and-react

Docker and Kubernetes: The Complete Guide (09/2021 - 02/2022)
bit.ly/docker-and-kubernetes-the-complete-guide

PostgreSQL: The Complete Developer's Guide (02/2021 - 06/2021)
bit.ly/postgres-the-complete-developers-guide

Go: The Complete Developer's Guide (Golang) (01/2022 - 03/2022)
bit.ly/golang-the-complete-developers-guide

The Complete Developers Guide to MongoDB (11/2022 - 12/2022)
bit.ly/the-complete-developers-guide-to-mongo

Redis: The Complete Developer's Guide (10/2022 - 12/2022)
bit.ly/redis-the-complete-developers-guide

The Complete Elixir and Phoenix Bootcamp (12/2022 - 01/2023)
bit.ly/the-complete-elixir-and-phoenix-bootcamp

LANGUAGES

English	Russian
Full Professional Proficiency	*Native or Bilingual Proficiency*