

Constantine Yachnyskyi

Golang / Rust Engineer

Software Engineer with 5+ years of experience building scalable backend systems in Golang and Rust. I specialize in high-performance architecture, database optimization, and cloud-native platforms—delivering measurable impact such as cutting page loads from 40s to 1s and reducing infrastructure costs. Known for combining deep technical skill with clear communication, I thrive in remote-first teams and take full ownership from design to delivery.

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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
Full Professional Proficiency

Russian
Native or Bilingual Proficiency