Sasha Zadykian

Software Engineer
Distributed Systems, Tooling

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Over the years, I have been building **distributed systems** and **tools** for developers, primarily using **.NET** and **Go**. I hope to keep focusing on this area in future roles while remaining open to new technologies and domains. Job aside, I enjoy working with languages such as **Kotlin**, **F#**, and **Haskell**.

[Technologies]

- C#
- Roslyn
- Go
- Postgres

[Education]

Kazan Federal University

Bachelor's Degree in Software Engineering, 2017 → 2021

Program Track: Information Systems Development (ISD)
Senior Project: Postgres Dynamic Configuration [GitHub / Report in Rus]
Avg Grade: 4.84 / 5.00

[Experience]

=nil; Foundation

Senior Developer, August 2024 → July 2025

Project Main Repo: github.com/NilFoundation/nil
Recommendation Letter from our CTO: nil-recommendation-letter.pdf

As part of the zkEVM Engineering team, I was responsible for the design and implementation of core infrastructure enabling integration of our **Layer 2** network with **Ethereum**.

Key features of the system:

- Orchestrating a highly distributed **zero-knowledge proof** (ZKPs) generation network
- Synchronization between a multi-shard **L2 cluster** and **Ethereum** (L1)

The system was implemented primarily in **Go**, with all major components open-sourced.

[Experience]

Mobile Park

Lead Platform Developer, June 2022 → August 2024

Initially I joined the company to automate the migration of a large legacy codebase to modern **.NET**. The main goal was to speed up refactoring of a system built on deprecated technologies such as .NET Framework 3.x and iBatis.

To achieve this, we developed a large set of source code analyzers/rewriters, built on **Roslyn** for syntax and semantic analysis and complemented with NuGet packages designed to replace outdated or unwanted dependencies.

After that, I fully transitioned to **internal platform development**. My main objective was to provide a unified set of tools for a team of ~20 engineers. The resulting solution included, among other components:

- A **distributed caching framework** with Aspect-Oriented mechanisms (via C# attributes)
- Multiple **Roslyn** source code analyzers shipped as NuGet packages to enforce coding standards and provide quick refactorings
- CLI tools, heavily based on **SqlGlot** parser and **OpenAI API**, to automate migration from **SQL Server** to **PostgreSQL**

Ozon Tech

Lead Developer, September 2022 → August 2023

Ozon is one of the largest e-commerce platforms in Russia, operating at massive scale with a microservices-based architecture.

Here I designed and led the development of a complex financial system, implemented in **C#** and **Go**, handling seller tariffication and charging processes.

My other areas of work included solving issues related to distributed systems and asynchronous data flows (primarily **gRPC** and **Apache Kafka**).

[Experience]

Bars Group

Intern → Senior Developer, February 2019 → September 2022

Started as an intern and grew to senior developer over 3 years.

Initially, I was developing and maintaining services and integration gateways as part of a large billing system implemented in **C#**. One of the notable projects was a **.NET** application that provided a high-level API for communication with physical cash register devices.

Shortly after being promoted, I joined the Infrastructure Team, where I built reusable internal tools and frameworks (RPC, caching, CDC, .NET solution templates, etc.) to improve the productivity of our developers across multiple teams.

During this time, I also taught backend development to beginners at company courses. After completing the training, many of our students have managed to get internships and jobs as junior developers.