

Dima Pristupa

Backend Team Lead / Backend SDE (10+ years' experience)



 Kyiv, Ukraine / Remote

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Professional interests

- Rust / TypeScript / Python / C++
- Type safety
- Performance-oriented / high-load systems
- Asynchronous programming
- Functional programming
- Linux-based stack (or cross-platform)

Personal skills summary

English: B2	Best practices follower	A clean coder
Respect to commitment	Self-motivated	Proactivity
Collaborative orientated	Adaptability	Time management
Open-mindedness	Strong troubleshooting / problem-solving skills	Mentoring

Work experience

Pragma:

Uplift [product]

Backend SDE / Backed Team Lead

04/2022 - 04/2023

As a backend developer, I was involved in off-chain backend development, including the creation of multichain indexers, API development, feature enhancements, and microservices support. I also was responsible for managing infrastructure.

Then in my role as a team lead, I focused on cultivating an engineering culture, breaking down complex business tasks into fast-deliverable features, and providing mentorship to team members.

Tech stack

- **Cloud: Amazon Web Services (AWS)**
 - Elastic Beanstalk, Amplify, KMS, Secret Manager, S3, Route53, etc
- Backend (various microservices)
 - **Typescript (Node.js, NestJS):** GraphQL, REST API, WebSockets
 - Redis
 - AssemblyScript (WASM)
- Domain technologies summary (**Web3**)
 - EVM-compatible blockchains: Ethereum, Binance Smart Chain, Polygon, TRON, Avalanche, etc
 - Integrations: The Graph, LayerZero, Chainlink

Work experience

An indie gamedev studio: multiplayer role-play server

Co-founder / Lead Engineer

01/2020 - 08/2021

As a lead engineer, made system design with a focus on high load and fault tolerance, built and mentored an engineering team, and built CI/CD process.

As an acting PM, made smooth end-to-end work pipeline (ideas → game design → decomposition → planning → development → QA → feature delivery to game).

As an agent of goodness, kept the team spirit, so that not "work hard", but "have fun".

Tech stack

- Frontend (Chromium Embedded Framework (CEF))
 - **Typescript**: ReactJS, Ant Design, Webpack
 - CSS/LESS
 - BEM methodology
- Client: **Typescript**
- Backend: **Typescript (Node.js)**, TypeORM (PostgreSQL)
- Infrastructure: Gitlab CI/CD, ELK stack, Docker

Process methodology

- Agile practices mix: Kanban, Epic-based planning, DoD, DoR, CoS
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Luxoft: Phenix RTS [outstaffing]

Backend SDE / SRE (took part in
on-call rotations)

09/2017 - 11/2019

Worked as an SDE in the video-streaming domain. My primary responsibilities included decomposing and implementing new features, with a strong emphasis on performance optimization and bug fixing. Monitored hundreds of nodes in all regions of our planet.

Learned not to be afraid to read RFC (especially codecs ones).

Tech stack

- **Cloud: Google Cloud Platform (GCP)**
- **Modern C++ (C++17)**: CMake, Google Test / Google Mock, Boost, POCO
- **JavaScript: NodeJS (primary)**, WebSDK (secondary)
- Domain technologies summary
 - WebRTC
 - Protocols: RTP, SDP, MpegTS, HLS, DASH
 - Video codecs: H264, VP8/9
 - Audio codecs: AAC, OPUS
- Common technologies / tools: Docker, Wireshark

Software development process

- Extreme programming (XP); key practices: TDD, pair programming
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Luxoft: **A well-known automotive concern: HMI project (NDA) [outsourcing]**

SDE / HMI engineer

01/2017 - 09/2017

Tech stack

- Primary: **C++ & QML (Qt 5.X)**: CMake, Qt Test
- Secondary: **C# (Mono)**

Process methodology

- Scrum of Scrums

Work experience

UNIT LLC

SDE

08/2013 - 08/2016

As a backend developer, I worked on social valuable projects for Ukraine such as Ukrainian ID Card, Ukrzaliznytsia (Ukrainian Railways) E-ticket system.

Projects (descending order)

- **Self-service kiosk system**

- Role: Lead Engineer
- Stack: openSUSE & Debian-based OS / C++ (POCO) / MySQL / SQLite
- Ingenico POS-terminal SDK, CUPS

- **QR-code ticket system for Kyiv Metro**

- Description: A prototype of the centralized control system for the Kyiv Metro
- Role: Lead Engineer
- Stack: openSUSE & Debian / C++ / Python

- **Ukrainian CA (certification authority)**

- Description: Ukrainian CA for ID card and Biometric International passport
- Role: Backend Engineer
- Stack: SLES / C++ / MySQL

- **Ukrainian ID card**

- Description: Passport of the Citizen of Ukraine
 - Role: Frontend Engineer (desktop applications)
 - Stack: Windows-family OSes / C++ / MySQL
- MFC, Canon SDK, Wacom SDK, Dermalog SDK

- **Fiscal servers**

- Description: Fiscalization software for cash boxes
- Role: Backend Engineer
- Stack: SUSE / C++ (POCO)

- **Ukrzaliznytsia (Ukrainian Railways) E-ticket system**

- Description: booking.uz.gov.ua backend
- Role: Backend Engineer
- Stack: Windows Server 2012 R2 / Delphi / PL-SQL / Oracle

Freelance

Software developer

12/2012 - 07/2013

Delphi: GUI components design & implementation

Vyatka State University

Senior laboratory technician

05/2012 - 11/2012

Delphi: Internal university software support & new features implementation

Stack: Windows-family OSes / Delphi / Microsoft SQL Server

Last update: 2023-10-20
