

# Hi 🖐️ I'm Vasily Zubarev



✉️ [me@vas3k.ru](mailto:me@vas3k.ru) 🤖 [github.com/vas3k](https://github.com/vas3k) 💼 [linkedin.com/in/vas3k](https://www.linkedin.com/in/vas3k)

I'm an engineer from Berlin 🇩🇪 with 10+ years of experience.

My main languages are Python, Go, and JavaScript (TypeScript), and I specialize in web projects. I have mostly worked in startups and mid-sized companies because I like solving problems for real users and delivering value to them, rather than dealing with corporate politics.

In recent years, I've expanded my skills to include team leadership, as I believe that good communication and collaboration inside teams are key to successful projects. I'm still a coder at heart, but I understand how good integration of the different parts of the system is critical to success.

I like simplicity in my projects. I truly believe that all great systems have evolved from simple foundations.

## 🧰 My buzzwords



# My experience

## Team Lead, Tooling + Signer @ Parity Technologies

Berlin, Germany

Feb 2021 – Present



Blockchain company building one of the top-ten L1 blockchains called [Polkadot](#).

- Started the Tooling team (Python + JS). We made a bunch of tools for testing decentralized networks, automate licensing, code-reviews and other routine processes for developers.
- Was a tech lead of a [Polkadot Vault](#) (ex Parity Signer) team, secure air-gapped cold wallet for iOS and Android devices. Identified missing roles, interviewed and hired developers, conducted demos, roadmap planning, and project transfer to another company at the end.
- Switched to the Business Automation team, where we made internal products to automate processes for non-tech people within the company: financial reports, event management, office automations, chatbots, etc.

## Platform Developer @ Anaconda, Inc.

Berlin, Germany + Austin, TX, USA (remote)

Nov 2019 – Feb 2021



Popular data science platform for Python community.

- Our small team of 3 people made [Team Edition](#) — a hosted package repository solution for companies.
- Took lead in developing a CVE vulnerability analysis system for these packages with daily updates and security reports.
- Bootstrapped [Anaconda Cloud](#), the SaaS platform for data scientists and "the next big thing" in Anaconda world.
- Engineered a secure, stateless, and decentralized authorization system for microservices utilizing OAuth, JWTs, IAM, and Envoy-sidecars within a Kubernetes environment.

## Software Engineer in Logistics @ Delivery Hero SE

Berlin, Germany

Sep 2018 — Nov 2019



Food delivery company. I was in the Logistics department.

- Maintained and improved dynamic pricing and delivery time prediction services.
- Finally immersed into the DevOps ideology. Managed infrastructure as code in kubernetes, helm and terraform. We had CI/CD pipelines for 40+ countries!
- Managed geometries and routing on PostGIS, OpenStreetMap and Shapely.

## Lead Backend Developer @ Sola.ai (aka. Plag)

Vilnius, Lithuania

2014 — 2018



Decentralized social network based on geolocation where people could earn coins on their content.

- Developed an asynchronous backend in Python, Asyncio, PostgreSQL, RabbitMQ, Redis and AWS.
- Dealt with Blockchain hype and \$2.5 million ICO (pretty intense!).
- Built a decentralized content delivery network using IPFS and DHT.
- Implemented a smart newsfeed that heavily used geolocation and recommendation engine features.
- We had a lot of problems with fraud and we were actively defending ourselves against it right on the air. Fun time!

## Developer and Researcher @ Sensee

Vilnius, Lithuania

2014 — 2016



Real-time video communication app with AR features. We started it with the same team as the previous project.

- Designed and built an asynchronous backend for 10,000+ simultaneous connections using Tornado (popular async framework at the time) and Websockets (not so popular that time :D)

- Implemented a peer-to-peer video and data transmission system using WebRTC that dramatically saved costs for infrastructure
- Using OpenCV, I've developed a real-time object detection algorithm which was ported to iOS and Android by our C++ developers

## Backend Developer @ We Heart Pics



Moscow, Russia [Remote]

2012 — 2014

Instagram-like social network with daily photo-challenges for 2M users.

- Inherited a monolithic API on Python, Django, MySQL, AWS and supported its development until the very end
- The project was changing often and its admin interface was constantly breaking down. So I've created an automatic admin generator called GodMode and [open-sourced it](#) later

## Freelance Web Developer



Novosibirsk, Russia

2009 — 2012

Full-stack web development for food while studying in university.

## Education

### Novosibirsk State Technical University

Master's Degree with honors

2008 - 2014

Conducted extensive research in the fields of Natural Language Processing and Search Engines, resulting in the creation of an adaptive semantic text analysis algorithm.

Authored a thesis on the development of a parser for converting natural language text into a structured form for processing by search engines, contributing to the functionality of early-days "smart-assistants" like Siri and Alexa.

## Personal info

Male, 32 y.o., originally from Siberia 🇷🇺 Russia. Moved to Lithuania in 2014, and to Berlin in 2018, where I am based today. Still love this crazy place.

**Hobbies:** traveling on my self-built VW bus, blogging about tech, mountain biking, archery.

### **Languages:**

🇬🇧 English — C1

🇩🇪 German — B1

🇷🇺 Russian — native

**Pet-projects on GitHub:** [vas3k.club](#), [Infomate](#), [Pepic](#)

### **Some of my articles:**

- [Computational Photography. From Selfies to Black Holes](#)
- [A Team. How to build awesome teams without bullshit](#)
- [Machine Learning for Everyone](#)
- [How Machines Predict The Weather For Us](#)
- [Machine Translation. From the Cold War to Deep Learning](#)