

Oleg Gavrilov

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Summary

Founding Engineer/Full-Stack developer working across Rust, Go, Python and TypeScript – from technical documentation and domain decomposition to architecture, hands-on development and production release.

The scope of work includes:

- technical documentation and requirements analysis;
- domain modeling and system decomposition;
- architecture and technology decisions;
- backend, frontend and full-stack development;
- APIs, integrations and asynchronous workflows;
- database design, migrations and performance optimization;
- testing, observability and production reliability;
- deployment, release automation and continued system evolution.

Core engineering experience:

- Domain-Driven Design;
- event-driven and distributed systems;
- high-load and real-time processing;
- concurrency and asynchronous execution;
- transactional workflows and data consistency;
- idempotency, retries and partial failure recovery;
- performance-sensitive and data-intensive components.

Rust, Go, Python and TypeScript serve as complementary tools rather than rigid technology boundaries. The implementation approach is selected according to delivery speed, correctness, performance, operational complexity and long-term maintainability.

Commercial integration experience includes:

- Stripe payments, subscriptions, billing and webhooks;
- Wise payment and transfer workflows;
- Firebase Authentication, Firestore and Cloud Messaging;
- RevenueCat subscriptions and entitlement management;
- exchange, broker, payment-provider and financial-data APIs.

Best suited for projects that require ownership of a substantial technical scope rather than isolated development tasks: understanding the domain, making architectural decisions, implementing the system and delivering a complete working result to production.

Skills

Product Management, Golang, Python, Domain-Driven Design, APIS, REST, K8s, Microservices

Experience

Senior Software Engineer

Cynna

05/2024 - 07/2026

Senior backend development with a strong focus on development solutions system architecture, robust integrations, and database performance.

Key Responsibilities

- Backend Development & Integrations: Developing complex backend business logic (PHP). Building and maintaining robust integrations with numerous external payment gateways and third-party APIs from scratch, ensuring secure data flow between internal microservices.
- API Engineering: Writing and structuring deep, highly scalable RESTful APIs and implementing real-time communication modules via WebSockets.
- Database Optimization (PostgreSQL): Architecting database schemas and managing complex data transactions. Routinely optimizing system performance through advanced SQL query optimization and strategic indexing.

Key Achievements

- Architected an Event-Driven System: Spearheaded a phased, high-stakes migration of critical business processes to an event-driven paradigm. Implemented RabbitMQ from scratch, engineering a highly reliable message delivery system utilizing Dead Letter Queues (DLQ) and distributed Redis mutexes to eliminate race conditions.
- Developed a Fault-Tolerant Multi-Domain Auth System: Engineered a complex internal authentication infrastructure (PHP, JS). Eliminated single points of failure by leveraging Redis as an event bus to create a self-healing mechanism, allowing sessions to automatically regenerate even during complete authorization server outages.

Senior Software Engineer

Relsa

04/2023 - 05/2024

Developing high-throughput backend services, complex data pipelines, and real-time analytics infrastructure for a mobile app marketing platform.

Key Responsibilities

- Backend Development (Golang & PHP): Writing and maintaining microservices and robust business logic to support marketing campaigns and ad network interactions.
- Ad Network Integrations: Developing complex, seamless API integrations from scratch with major mobile advertising platforms (AdMob, Unity Ads, AppLovin, ironSource) to aggregate campaign data and automate bidding processes.
- Durable Execution & Workflows (Temporal): Engineering fault-tolerant, long-running business processes. Leveraging Temporal to orchestrate stateful, event-driven workflows that guarantee execution even during external ad-network outages or system restarts.
- Analytics Processing: Building data pipelines to process and aggregate massive volumes of marketing statistics (impressions, clicks, conversions) using ClickHouse for real-time analytics and reporting.
- Database Engineering: Managing transactional data utilizing PostgreSQL. Structuring schemas, optimizing heavy queries, and ensuring data consistency across distributed services.

Key Achievements

- Implemented Bulletproof Ad Workflows with Temporal: Designed and developed durable business processes for syncing ad campaigns across multiple networks. This eliminated manual interventions, data loss, and race conditions during external API failures, ensuring 100% workflow completion.
- Unified Multi-Platform Ad Integrations: Architected and coded a unified, event-driven integration layer that standardized data flows between internal systems and diverse external platforms (Unity Ads, AppLovin, etc.), significantly reducing time-to-market for adding new ad partners.

PHP/Go Team Lead

Affmy

06/2022 - 08/2023

Led a cross-functional backend engineering team, bridging the gap between hands-on technical architecture and team management. Focused on establishing a scalable unified infrastructure and optimizing engineering processes.

Key Responsibilities

- **Team Leadership & Management:** Managed the full engineering lifecycle—interviewing, hiring, onboarding, and offboarding. Fostered team growth and motivation by implementing structured Individual Development Plans (IDP) and performance review systems.
- **Engineering Processes:** Reorganized and streamlined development workflows, improving overall team velocity and delivery predictability.
- **Architecture & Code Quality:** Designed system architectures for new services, conducted rigorous code reviews, and maintained high engineering standards across PHP and Golang codebases.
- **API & Integration Development:** Developed and supported comprehensive APIs, establishing a reliable integration environment for seamless interaction between internal microservices.

Key Achievements

- **Architected a Unified Core Infrastructure:** Designed and implemented a foundational core framework utilized for all subsequent internal services. This heavily reduced boilerplate code and unified the company's backend infrastructure.
- **Developed Specialized Traffic Delivery Systems (TDS):** Led the end-to-end development of two distinct TDS engines (tailored for different business purposes), alongside a unified frontend control panel to centralize traffic management.
- **Spearheaded Containerization & DevOps Transformation:** Migrated legacy environments to a fully containerized architecture. Successfully integrated Docker and Docker Swarm, drastically optimizing both the local development experience and production deployment cycles.

Head Of Development

Otto Group

06/2021 - 01/2022

A strategic leadership role overseeing the entire software development department. Focused on aligning engineering execution with e-commerce business goals, managing multiple cross-functional teams, and optimizing delivery processes.

Key Responsibilities

- **Department Leadership:** Directed and scaled multiple engineering teams, overseeing resource allocation, budgeting, and capacity planning for the department.
- **Delivery Management:** Orchestrated the Software Development Life Cycle (SDLC) across multiple parallel streams. Ensured predictable, high-quality delivery of critical e-commerce systems and internal platforms.
- **Stakeholder Communication:** Acted as the primary bridge between the engineering department and C-level/business stakeholders. Translated complex business requirements into clear technical roadmaps.
- **Process Engineering:** Implemented and standardized Agile methodologies and engineering best practices across all teams to improve cross-team collaboration and efficiency.

Key Achievements

- **Scaled & Restructured Engineering Teams:** Successfully built and managed a structure of multiple autonomous, cross-functional teams, establishing clear KPIs, communication channels, and areas of responsibility.
- **Streamlined Project Delivery:** Rebuilt departmental workflows to eliminate bottlenecks between development, QA, and business units, significantly improving time-to-market for key e-commerce initiatives.

Development Team Lead

Data3 Consulting

04/2020 - 06/2021

Orchestrated distributed engineering and QA teams, focusing on architectural design, infrastructure containerization, and establishing robust testing and deployment pipelines.

Key Responsibilities

- **Team Management & Operations:** Managed a cross-functional department of up to 15 developers and QA engineers (including in-house, remote, and contractors). Successfully established highly efficient remote workflows and communication protocols.
- **Architecture & Code Quality:** Led the architectural design of core services, conducted rigorous code reviews, and maintained technical standards across the engineering department.
- **API Design & Integration:** Directed the design and development of comprehensive APIs, enabling seamless communication between the core system and ~17 peripheral enterprise services (CRMs, ERPs, etc.).
- **Quality Assurance Strategy:** Managed the QA team and formulated a multi-tiered testing strategy encompassing manual feature testing, pre-release checks, and automated post-release verification.

Key Achievements

- **Spearheaded Infrastructure Dockerization:** Completely containerized the legacy project infrastructure. Created unified, reproducible environments across local development, staging, and production, drastically reducing "works on my machine" issues.
- **Optimized CI/CD & Delivery Workflows:** Successfully implemented and enforced a strict Gitflow branching strategy. Revamped CI/CD pipelines and integrated automated unit testing into the deployment lifecycle, significantly improving release stability.
- **Architected a Massive Integration Layer:** Designed and delivered a robust API ecosystem capable of handling complex data exchanges with over 17 external services, maintaining high data consistency and performance.

Application Development Team Lead

Enjoylab

08/2017 - 04/2020

Led the engineering and architecture of the company's internal automation ecosystem while building, scaling, and managing multi-disciplinary development teams.

Key Responsibilities

- **System Architecture & API Design:** Architecting a modular internal automation system (CRM, Task Management, Knowledge Base) and designing public-facing APIs for satellite website integrations.
- **Team Leadership & Operations:** Coordinating several development streams (up to 12 engineers), establishing the software development lifecycle (SDLC), and setting up the internal engineering infrastructure.
- **Vendor & Remote Management:** Overseeing long-term relationships with external contractors and remote developers, establishing clear communication protocols and delivery standards.
- **Full-Stack Development:** Writing clean, maintainable code across the backend (PHP/Laravel, Python) and supporting frontend/mobile initiatives in React and React Native.

Key Achievements

- **Built an Engineering Department from Scratch:** Successfully interviewed, hired, and onboarded a 12-person team from the ground up, designing the department's internal business processes and workflow from day one.
- **Architected an All-in-One Enterprise Platform:** Designed the core architecture for the company's primary internal automation ecosystem, consolidating CRM, task tracking, and operations into a single modular solution.

- Engineered a Custom POS Hardware Integration: Developed a stable software layer to integrate physical cash registers and fiscal recorders directly with the company's web interface, automating on-site point-of-sale transactions.

Development Team Lead

Russian Food House

04/2016 - 07/2017

- Managing a team of developers (2 teams of 2-4 backend developers, 1 frontend developer, and 1 tester);
 - Designing the application architecture and system modules;
 - Defining technical requirements for development and the project's technology stack.
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Languages

English, Russian

Education

Computer Science

Ural State College named after Polzunov

07/2012

Computer Science

Ural State Technical University

06/2011