Evgenii Kazmiruk

Helsinki, Finland

Nuottakunnantie 3 C 16 3
Espoo, Finland 02230
Phone:+358-40-356-3-809
+7-913-513-94-85
kazmiruk.evgeniy@gmail.com

I'm an experienced software engineer and technology executive with over a decade of industry experience. I've worked in companies of varying sizes, from small startups to large corporations, and have held hands-on engineering roles as well as senior management positions, including CTO at BigMuseum and VP of Engineering at Supermetrics.
My main background is in backend development, and I specialize in using Python and TypeScript to build scalable and robust systems. I also have experience with frontend development using React. Additionally, I have extensive experience working with databases such as PostgreSQL, Redis, MySQL, and MongoDb.
I hold a degree in artificial intelligence and computer vision systems, which has given me a strong foundation in machine learning and data analysis. I'm passionate about using technology to solve complex problems and I'm always exploring new ideas and innovations in the field.

PROFESSIONAL EXPERIENCE

Aibidia, Helsinki, Finland **October 2023 - Present**
VP of Engineering

At Aibidia, I play a pivotal role in shaping the company's technical direction and driving its success. As a leader, I focus on building and guiding high-performing engineering teams, ensuring they operate efficiently and in harmony. I am constantly refining and implementing engineering practices, improving the quality of the work and fostering innovation across the teams.
In addition to my leadership in engineering, I am deeply involved in steering AI projects, where I craft strategies for developing AI-based products. My expertise allows me to translate these complex AI solutions into valuable business outcomes. Ensuring alignment between the company's broader business objectives and the goals of the engineering and product teams is a key part of my role, bridging the gap between strategy and execution.
My responsibilities also extend to planning the growth of the R&D department. I am responsible for scaling the team by strategically hiring and expanding the department to meet future challenges, making sure the company is well-positioned to handle growth and new opportunities.

SuperMetrics, Helsinki, Finland **Jun 2022 - September 2023**
VP of Engineering

In my role, I took ownership of the entire product engineering department, which comprised more than 80 software engineers working in 12 teams. My main responsibilities included developing the main product directions of the company, building the tech and product strategy with the CTO, budgeting for the department, improving and evolving processes to make engineering teams more effective, helping teams set product goals, and being accountable for results.
Under my leadership in the last year, the company began three new product directions, and I increased the size of the department by 30%. Additionally, I implemented an effective deployment pipeline to support our main products, which reflects the larger size and more complex relationships between teams.
Development Environment: Linux, Docker, AWS, GCP, PostgreSQL, ReactJs, VueJs, JavaScript, NodeJs, TypeScript, PHP

SuperMetrics, Helsinki, Finland **Jan 2022 - Jun 2022**
Head of Engineering

As the head of engineering, I oversaw our engineering group of six teams, focusing on building, maintaining, and expanding our many successful and hugely popular (and, as a result, highly loaded) client-facing products. This included six teams dedicated to different product areas. I helped focus, manage, and grow the teams as well as the products along with our product management team.
Development Environment: Linux, Docker, AWS, GCP, PostgreSQL, ReactJs, VueJs, JavaScript, NodeJs, TypeScript, PHP

Smartly.io, Helsinki, Finland **Sep 2021 - Jan 2022**
Engineering manager

As an Engineering Manager, I led a development group with several cross-functional teams. Our focus was on automating customer operations and building data science optimizations to enable more flexible and effective campaign management for customers. My main responsibilities were improving ways of working, defining group structure and hiring plan for the group, and setting strategic goals aligned with company goals.
The main results of my role were establishing a new group structure, setting up and splitting scope for each team, and improving ways of working and communication during the transition period. As part of this plan, we defined the future vision of a separate data science group and a plan for evolving the company structure over the next year.As an Engineering Manager, I led a development group with several cross-functional teams. Our focus was on automating customer operations and building data science optimizations to enable more flexible and effective campaign management for customers. My main responsibilities were improving ways of working, defining group structure and hiring plan for the group, and setting strategic goals aligned with company goals. The main results of my role were establishing a new group structure, setting up and splitting scope for each team, and improving ways of working and communication during the transition period. As part of this plan, we defined the future vision of a separate data science group and a plan for evolving the company structure over the next year.
Development Environment: Linux(Ubuntu), Kubernates, Docker, PostgreSQL, RabbitMQ, NestJs, TypeScript, NodeJs, ReactJs, Kotlin, Akka, Ruby, Ruby on Rails, Python, Flask, PHP

Smartly.io, Helsinki, Finland **Apr 2020 - Aug 2021**
Engineering team lead

As a team lead at Smartly.io, I was responsible for overseeing one of the engineering teams and ensuring that they were on the right track. My duties included managing the hiring and onboarding process, facilitating planning and technical discussions within the team, communicating with other teams and preparing documentation, adjusting processes, and tracking team member motivation and performance.
During my time in this role, I improved our team's ways of working and addressed issues related to socialization in a remote work environment, which resulted in our team becoming one of the most motivated in the company (according to a 360 company-wide survey). Additionally, I doubled the number of developers on the team, which increased our effectiveness.
Together with my team, we developed a new automation and optimization service for a new platform and added new features and other platforms to the service.
Development Environment: Linux (Ubuntu), Kubernates, Docker, PostgreSQL, RabbitMQ, NestJS, Jenkins, TypeScript, NodeJs, ReactJS, Python, Flask, PHP

Oken, INC, New York, USA **Apr 2019 - Jan 2022**
Technical consultant

I was involved in providing technical consultancy services to the company, which included tasks such as selecting the appropriate technology stack, designing a reliable architecture, and creating initial

prototypes for technical and customer validation. In addition to this, I was responsible for preparing documentation for external contributors and assisting the team in hiring individuals for various roles ranging from frontend and backend developers to a Chief Technology Officer (CTO).
Development Environment: Linux (Ubuntu), Python 3.5, Flask, TypeScript, ReactJS

Smartly.io, Helsinki, Finland **Feb 2019 - Apr 2020**
Software engineer

Smartly.io is a platform that automates advertising, creative production, and optimization. As a full-stack developer in a cross-platform team, my responsibilities include developing new services and supporting existing ones. I am the main maintainer of several services, including a customer data-based report builder and a cross-platform service for actions routing. Additionally, I have made significant contributions to the frontend and developed several libraries to reduce duplication in the existing source code. I took ownership of the refactoring process for the proxy service between MongoDB and PostgreSQL, replacing the old oplog logic with streams. This allowed our team to simplify the source code, increase stability and maintainability. I actively participate in cross-team communication, planning, and meetings, and have a good overall knowledge of the current infrastructure, existing services, and teams. I have also developed and tested an onsite interview challenge in Python for backend developers.

Development Environment: Linux (Ubuntu), Ruby, Ruby On Rails, PostgreSQL, Citus, Redis, Docker, Jenkins, TypeScript, NodeJs, ReactJS

Big Museum, NPO, Saint Petersburg, Russia **Apr 2017 - Feb 2019**
Chief technical officer

Big Museum (https://bm.digital) is a successful joint project of Yandex and Polytechnic Museum aimed at developing and popularizing museum business and providing a convenient platform for interaction between museum workers and visitors. As part of my job responsibilities, I managed resource allocation (recruitment of the development team, budgeting, mentoring programmers and testers, etc.), chose appropriate technologies, developed and approved the application architecture, interacted with technical experts from Yandex, the Department of Culture, and various museums, introduced methodologies and approaches for effective development, and monitored and reviewed assigned tasks.
In a short time, our team redesigned the code and architecture of the prototype, significantly increasing the effectiveness and quality of the product. We also developed a mobile application for the Moscow Biennial for Android and iOS platforms in just two months (using the React Native framework), a unique content editor for museum workers, and integrated several museum databases. We developed an internal platform for generating museum mobile applications (also based on React Native) and a content management system for them.
The platform was successfully launched in March 2018 and received rave reviews. Our team also successfully tackled challenges such as automatic analysis and linking of materials, building of a fault-tolerant architecture, indoor navigation system, photo navigation system, generation of audio guides based on text articles, search, and image recognition.
As a result of our efforts, the project is being developed actively and continues to receive positive feedback from users. Overall, my contribution to the Big Museum project has been integral to its success.
Development Environment: Linux (Ubuntu), Python 3.5, wsgi, uwsgi + nginx, WebDAV, Flask, Celery, PostgreSQL 9.x, Redis, Docker, Openstack, Jenkins, javascript, NodeJs, ReactJS, React Native

Big Museum, NPO, Saint Petersburg, Russia **Jun 2016 - Apr 2017**
Development Team Leader (Remote)

In just three months, my team and I developed a museum platform prototype that was well received by investors and received positive reviews. With that success, we moved on to writing and agreeing upon the technical specifications. We also implemented and improved various developmental processes, including

writing tests and utilizing continuous delivery methodologies for our code, using Scrum to manage tasks and sprints, developing an API with detailed documentation in Swagger format, and building an agile and scalable microservices architecture. Thanks to these efforts, the platform was able to meet the demands of the market and exceed expectations.
Development Environment: Linux (Ubuntu), Python 3.5, wsgi, uwsgi + nginx, WebDAV, Flask, Celery, PostgreSQL 9.x, Redis, Docker, Openstack, Jenkins, javascript, NodeJs, ReactJS

TopSoft, LLC, Moscow, Russia **Nov 2013 – Jun 2016**
Development Team Leader (Remote)

At the company I worked for, we faced a challenge with several different projects that were built at different times, using various approaches and technologies. These differences led to difficulties with support, which ultimately drove the company to develop a common platform for these projects.
As part of this effort, I was involved in designing the architecture and developing a social-like platform for the company's projects. In the initial stages, my primary focus was on selecting appropriate technologies and building a prototype.
Once the prototype was ready, I developed a production-ready platform using a technology stack that included Python + Django, PostgreSQL, Redis, Gearman for asynchronous tasks, and AngularJS for the frontend. Additionally, I developed a migration tool that mapped the old data structure into new tables, ensuring that all the company's projects could be easily transferred to the new platform.
Thanks to my work, all of the company's projects were successfully transferred to the new platform (https://temaretik.com), which now operates effectively without any problems.
Development Environment: Linux (Ubuntu), Python 2.7, wsgi, uwsgi + nginx, WebDAV, Django 1.6, gevent, PostgreSQL 9.x, Redis, Gearman, javascript, socket.io, AngularJs, jquery, LESS

Sithi, LLC, Krasnoyarsk, Russia **Nov 2011 – Jun 2014**
Senior Python Developer

At the company where I worked, we specialized in developing social networks for children in various countries, including Russia, the UK, Spain, the Czech Republic, Estonia, and Vietnam. One of my key responsibilities was to build a robust and flexible architecture that could handle the demands of our users.
To accomplish this, I used Python and Flask to develop a web application with a REST API that could communicate with our clients on Flash (ActionScript) and mobile applications. I also created an HTML version of the site to expand our reach and appeal to a wider audience.
In addition to building the web application, I performed various optimizations to the MySQL database, including query optimization, caching, and refactoring of legacy code. To support mobile applications, I also built a socket.io server using Redis, websockets, and the Gevent library.
As a result of my efforts, the company was able to provide reliable and responsive social networks to children around the world. I take pride in my ability to build flexible and scalable architectures that can handle high user volumes and maintain performance under stress.
Development Environment: Linux (Ubuntu), Unix (FreeBSD), Python 2.7, uwsgi + nginx, Flask, MySQL 5.x, Memcache, Redis, javascript, gevent, socket.io, jquery, actionscript

Factor, LLC, Krasnoyarsk, Russia **May 2011 – Nov 2011**
Deputy chief of software development department (adviser)

When I joined the company, they had just launched an online shop mediator of Taobao (https://nazya.com) using the Joomla CMS, but the system was struggling to handle high traffic volumes. My first task was to introduce various caching methods to improve the system's performance and help it handle the load.
After successfully optimizing the Joomla CMS version of the online shop, I moved on to develop a new version of the shop using Python and Django. I focused on optimizing the data structures and flows to

further enhance the system's efficiency. In addition, I built a third-party library to automate the caching of Django objects, streamlining the process and reducing the risk of errors.
As a result of this work, the company was able to continue using the system without issue, even with the increased traffic volume, and it has remained stable and reliable to this day. Moreover, there is significant room for future growth, thanks to the system's large safety margin.
Development Environment: Linux (Ubuntu, Debian), PHP 5.x, Python 2.7, uwsgi + nginx, php-fpm + nginx, Django 1.4, MongoDB 2.x, Redis, Joomla, MySQL 5.x, javascript, jquery

TelecomConsulting, LLC, Krasnoyarsk, Russia **Feb 2010 – May 2011**
Software Developer

During my time at the company, I had the opportunity to develop a range of projects and build infrastructure tools for the main company system. One of my notable achievements was developing two online shops and a content service for internet providers, leveraging my skills in Python and frontend development to create engaging and user-friendly experiences.
Later on, I was tasked with contributing to the development of the company's main project - an aggregation system for tenders (https://multitender.ru) built using the Yii framework. My role in the project was to create a system for parsing tender information from various sites, structuring it, and storing it in a MySQL database. To accomplish this, I wrote parsers using Python that could extract the necessary information.
In addition, I also built a CRM system for internal usage utilizing PHP, Zend Framework, and MySQL. As part of this project, I developed parsers to collect client information from internal documents, streamlining our workflow and improving data accuracy.
Development Environment: Linux (Ubuntu), Unix (FreeBSD), PHP 5.x, Python 2.6, php-fpm + nginx, apache2, Memcache, MySQL 5.x, ZendFramework, Yii, javascript, jquery

TECHNICAL SKILLS

Platforms:	Linux (Ubuntu, Debian), MacOS, Windows
Languages:	Python 2/3, JavaScript, Go, Ruby, TypeScript, PHP
Frameworks:	Flask, Django, ReactJS, Ruby On Rails
DBMS:	PostgreSQL, MongoDB, Redis, MySQL
Technologies/tools:	Git, NodeJS, Citus

EDUCATION

2013 - MS, Computer Science, GPA: 5.0
Siberian State Aerospace University, Krasnoyarsk, Russia
Specialization: Intellectual data analysis
Graduated with honors