

Oleg Zubchenko

Software Architect

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Technologies

C4, Python, FastAPI, Elasticsearch, Snowflake, GCP, GCE, GKE, Cloud Run, Terraform, K8s, Vertex AI, Airflow, Docker, MySQL, C++, GitLab CI/CD

Languages

Russian: Native

English: Advanced

Previous Jobs

Feb 2024 **Software Architect**, *Profitero*.

– now Activities and responsibilities:

- Producing architectural solutions, **ADRs**, and Project Proposals for ML-backed c Data enrichment pipelines within the **Google Cloud Platform**.
- Collaborating within the company Architects' Guild to synchronize and **improve engineering practices**, unifying approaches, composing/reviewing/approving ADRs with the CTO, managing cross-departmental initiatives and dependencies.
- Leading **technical planning** and **scope negotiation** for quarterly OKRs, including solution drafting, effort estimation, dependency identification, and capacity/resourcing proposals.
- Managing 4 engineering teams (6-8 engineers each), **establishing SDLC related practices**, teaching **tradeoff analysis**, requirements gathering, architectural viewpoints, and **stakeholder communication**.
- **People management** through providing performance feedback, composing **personal development plans**, 1x1 **mentoring**, **succession planning**, engineering capacity planning, interviewing and screening of potential candidates **removing bottlenecks** and other impediments to the product's robust operation and evolution.
- **Managing budget** for department's infrastructure with 50+ components through proactive spend analysis, cost projections, anomaly detection, and **cost optimization**, while efficiently **scaling** resources for growing AI/ML solutions demands.
- Collaboration with Area Lead on value delivery roadmaps, development efficiency, **strategic planning** matters, optimizing department's processes for **scale**.
- Conducting ongoing architecture analysis, identifying and **addressing architectural violations**, implementing **pragmatic** compromises, balancing value delivery against cost, performance **tradeoffs**, quality controls, and technical debt.
- Ensuring **architectural compliance** through technical as well as administrative procedures, such as IaC, code reviews, formal OKR Kick-offs.

- Mar 2020 **Backend Tech Lead, Profitero.**
- Feb 2024 Cool challenges:
- Lots of mentoring
 - Driving and coordinating work on technically complex tasks
 - Participation in Scrum/LeSS practices improvement across the company
 - Setting up events, responsibilities, communications, etc. for the new team
 - Setting up Root Cause Analysis process
 - Helping support team build better triage system.
 - Integrating release branching strategy to improve QA process
 - Enforcing coding best practices with CI
 - Popularizing teams activity outside of the team
- Jul 2018 **Senior Ruby Developer, Profitero.**
- Mar 2020 Cool tasks I've encountered:
- Network programming in `C` using sockets and raw `OpenSSL`
 - Interviewing future team members
 - Migrating internal codebase to self-hosted GitLab
 - Being a speaker at a public meetup
 - Writing native ruby extension in `C`
 - Migrating custom database wrapper from `mysql` to `mysql2` adapter
 - Implementing plugin module to the existing system with `sequel`, `sinatra`
 - Conducting experiments, automating user actions with `selenium-webdriver`
 - Lots of work with raw SQL, query optimizations
 - Segfault investigation
 - Async programming
 - Scraping websites
- Aug 2015 **Full-stack developer, Rubyroid Labs.**
- July 2018 Most notable tasks:
- Make `Elasticsearch` play nicely with `PostgreSQL` schemas.
 - Add integrations with payment system and fiscal data operator.
 - Make `devise` (actually, `warden`) play nicely with `PostgreSQL` schemas.
 - Make parts of the app available according to the payment plan with daily billing.
 - Custom permission management atop `CanCanCan`.
 - Lots of bug hunting.
 - Parallel Ruby.

Achievements

- 2025 `O'Reilly Architectural Katas` - 3rd Place
- 2023 `O'Reilly Architectural Katas` - 1st Place
- 2020 GitLab first contribution award (won an awesome thermal mug)
- 2018 What The Hack hackathon winner (won a unicorn jumpsuit)
- 2015 Rubylovo winner (won a free ticket to RubyConfBy 2015)
- 2014 Russian AI Cup Finalist (won a T-shirt)

Education

- 2013 – 2017 **Bachelor, Belarusian State University.**
Faculty of Applied Mathematics and Computer Science.

Contributions

- 2020 `pronto` gem. Pushing maintainers to release the new gem version (finally)
- 2019 `gitlab-ce` rails app. Add git blame to GitLab API
- 2017 `splitjoin.vim` vim plugin. Minor bug fix
- 2017 `vim-ruby` vim plugin. Minor bug fix
- 2016 `typescript-repl` typescript REPL. Add macro to load files like in pry
- 2015 `parser` gem. Improve comment-to-code linking
- 2015 `rubocop` gem. Fix false-positive error in Style/Documentation cop
- 2015 `delimitMate` vim plugin. Minor bug fix
- 2014 `scratch-flash` online IDE. Add SVG ellipse to bezier curve conversion