



Borisenko Dmitrii

Male, 26 years, born on 1 September 2000

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LinkedIn: www.linkedin.com/in/borisenkodmitrii

Reside in: Moscow

Citizenship: Russia, work permit at: Russia

Ready to relocate, ready for rare business trips

Desired position and salary

Golang developer

Specializations:

— Programmer, developer

Employment type: full time, part time, project work/one-time assignment

Work format: remote, traveling

Desired travel time to work: any

Work experience — 5 years

September 2023

— till now

3 years

FiveGen LLC, Moscow

Golang Developer

Project — Intelligent Neural Networks (INN) Orchestrator

Responsibilities:

- Core developer of a distributed Go orchestrator for AI/ML image and video processing pipelines, sustaining 100 req/s (~8.6M images/day) with a 2-second end-to-end SLA per image;
- Owned the image ingestion and processing pipeline across HTTP, Kafka and RabbitMQ: S3 upload, writes across related PostgreSQL tables, dispatch to an external ML inference service, result ingestion and export — dozens of database operations per single image;
- Led 4 parallel client deliveries built on a shared architectural core; clarified technical requirements with external contractors and approved their implementations;
- Drove Kubernetes migration of backend workloads — manifests, CRDs, controllers/operators with reconciliation loops, KEDA autoscaling, workload distribution and fault-tolerance design;
- Owned production observability and incident investigation across the processing pipelines.

Achievements:

- Scaled the image-processing pipeline to a sustained 100 req/s under a 2-second end-to-end budget, where each request performed dozens of PostgreSQL operations (~3K DB queries/s at peak) and included a synchronous round-trip to an external ML inference service over Kafka;
- Kept latency predictable at ~200 concurrently in-flight requests by eliminating N+1 query patterns, batching writes across related tables and reworking connection pooling — bottlenecks identified through profiling and production metrics;
- Made GPS tracking commercially viable by implementing and tuning Valhalla map matching: raw tracks only approximately followed the road and could not be shipped to customers; matched tracks snapped to real road geometry despite noisy real-world GPS input;
- Replaced permanently-running GPU containers with KEDA autoscaling driven by consumer groups LAG, so inference capacity scaled with actual backlog instead of running continuously regardless of

load;

- Designed StatefulSet-based sharding for long-running video streams — deterministic stream-to-instance assignment that survives restarts and rebalances, enabling balanced parallel processing of persistent streams;
- Introduced service-level metrics, OpenTelemetry distributed tracing and Grafana dashboards that cut incident resolution time by localizing failures to a specific pipeline stage instead of requiring manual log correlation across services;
- Built high-load test scenarios that exposed bottlenecks before production deployment and became the validation gate for architectural changes.

Stack: Go, PostgreSQL, Kafka, RabbitMQ, Kubernetes, KEDA, Docker, S3, REST, Valhalla, Prometheus, Grafana, OpenTelemetry.

Project — SD-WAN Orchestrator (On-Prem Solution)

Responsibilities:

- Owned flow programming for the L3 SD-WAN fabric: computed and delivered OpenFlow rules to individual nodes over a persistent WebSocket channel from the central orchestrator, keeping the data plane consistent with orchestrator state across ~100 devices;
- Maintained and extended the orchestrator backend and Linux-based network daemons within a distributed SD-WAN fabric;
- Ran R&D and architecture design under on-prem infrastructure constraints.

Achievements:

- Built node reconnect on a desired-state model: on reconnect the orchestrator pushes a full current configuration snapshot that overwrites node state entirely, making flow delivery idempotent and eliminating configuration drift that incremental updates accumulate on missed messages;
 - Implemented multi-tenant RBAC on Casbin over a multi-level tenant hierarchy, with L3 services scoped at each level of the tree and permissions resolved across the hierarchy;
 - Developed an update manager for installing and upgrading .deb packages across ~100 network devices in the fabric, replacing per-device manual updates;
 - Designed orchestrator replication architecture for high availability
- Introduced distributed tracing, making cross-node flow delivery failures diagnosable in production.

Stack: Go, Linux, OpenFlow, PostgreSQL, Casbin, gRPC, NATS, WebSocket, Docker

March 2023 —
August 2023
6 months

Altcraft LLC, Ryazan

Lead Software Engineer (promoted from Software Engineer after 13 months)

Responsibilities:

- Feature lead for the platform's messaging and notification domain — owned technical planning, task decomposition and delivery, with one junior engineer reporting to me;
- Acted as the technical interface to QA and Marketing — translated campaign requirements into technical scope and validated delivered features against them.

Achievements:

- Integrated SMS and WhatsApp delivery providers, extending the platform beyond Email to multi-channel campaign delivery;
- Built a pop-up notification service delivering in-app messages to 2M daily users;
- Designed and implemented an IP-to-location database resolving recipient geography on email

click-through; chose an embedded SQLite store over a networked database for this read-only, rarely-updated dataset, removing a network round-trip and connection-pool contention from the click-tracking hot path.

Stack: Go, MongoDB, Linux, RabbitMQ, ClickHouse, Unix sockets

February 2022 —
March 2023
1 year 2 months

Altcraft LLC, Ryazan

Junior Software Engineer

Responsibilities

- Delivered features, fixes and third-party API integrations on a marketing platform running daily campaigns to tens of millions of recipients, emitting send/delivered/read events per recipient (~80M events/day), with unit test coverage.

Achievements:

- Implemented ClickHouse integration for conversion funnel analytics, improving data processing and reporting capabilities.

Stack: Go, MongoDB, Clickhouse, RabbitMQ, Linux, Git.

September 2021
— January 2022
5 months

RIF JSC, Ryazan – Technician

Software Engineer

Responsibilities:

- Software development in Python, C++ for data processing;
- Data annotation for neural networks.

Achievements:

- Gained R&D; experience in computer vision and deep learning.

Stack: Python, C++, AstraLinux, Matlab.

Education

Higher

2022
Higher

Ryazan State Radio Engineering University

Faculty of Automation and IT in Control Systems, Management in technical systems

Electronic certificates

2025

Certified Kubernetes Application Developer (CKAD)

2023

Scalability & System Design for Developers (educative.io)

2021

Industrial Automated Systems Architecture and Systems Analysis (Sberbank-Technologies)

2021

Spring for Beginners (Udemy)

Skills

Languages

Russian — Native

Skills

- Go
- PostgreSQL
- Docker
- SQL
- RabbitMQ
- MongoDB
- Linux
- REST
- gRPC
- Kafka
- Clickhouse
- Git
- CI/CD
- WebSocket
- NATS
- Kubernetes
- Python

Driving experience

Driver's license category B