DMITRII ABRAMOV

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EDUCATION

Bachelor, Higher School of Economics, St Petersburg, Russia 2016-2020
Applied Mathematics and Computer Science

EXPERIENCE

Flawless AI Feb 2023 - Present
Senior Software Engineer *London, UK*
Building the machine learning-based VFX software leveraging generative AI for video performance replacement.

- Transformed development processes by introducing practices, tools, and training for Continuous Delivery, Domain Driven Design, and MLOps.
- Mentored engineers and helped with their growth, provided technical direction across 2 product development teams.
- Architected and was a key contributor to the cloud-based AI visual translation product.
- Created asynchronous communication platform to facilitate event-driven design, including infrastructure, libraries, and development toolkit.

Tools: Python, Terraform, AWS, GCP, Microservices, Distributed Systems, Deep Learning, Typescript, React

OakNorth Bank Sep 2022 - Feb 2023
Senior Software Engineer *London, UK*
As a part of an engineering team in a challenger bank, I:

- Prevented the business from buying an unsuitable and expensive vendor solution, by facilitating requirements research sessions.
- Mentored engineers, conducted learning sessions and provided technical direction within the teams responsible for payments and customer due diligence.
- Introduced improvements to the software development process and engineering–business communications.

Tools: Java, Python, Terraform, AWS, GCP, Kafka, Microservices, Distributed Systems, Typescript, React

Tessian May 2021 - Sep 2022
Senior Software Engineer *London, UK*
Worked on email security software as a backend engineer in close collaboration with data scientists.

- Developed a malicious URL detection service that allowed to detect 10% more malicious emails.
- Architected and developed an ETL framework and environment that reduced the time for ML research experiments on production data from days to hours. I acted as a tech lead in a team of three developers.
- Onboarded and mentored five new people in the team (including senior-level engineers).
- Constantly advocated for and educated colleagues across teams on the best software development practices.

Tools: Python, Scala, Terraform, AWS, Spark, AirFlow, Microservices, MLOps, Distributed Systems, React

Chatfuel July 2020 - March 2021
Software Engineer *Remote*
Worked on the growth team of the chatbot marketing platform.

- Took ownership of designing a new payment system.
- Implemented backend solutions to enable complex product experiments.

Tools: Kotlin, Java, Go, Redis, MongoDB, Kubernetes, GCP, Microservices

JetBrains September 2019 — June 2020
Software Engineer — Research (intern) *St Petersburg, Russia*
Designed a novel algorithm that generates high-level code change representation. It could make the code review process more effective, as the algorithm is aware of the code structure and operates on different levels of abstraction.

AMZScout March 2020 - June 2020
Software Engineer (freelancer) *Remote*
Worked as a software development consultant.

- Architected and developed microservices for the marketing analytics search subsystem.

Tools: Java, Spring, Swagger, REST API, Elasticsearch, PostgreSQL, GitLab CI

Deutsche Bank Technology Centre Summer 2019
Software Engineer (intern) *St Petersburg, Russia*
Worked on designing, creating, and enhancing QA tools for several Bank projects.

Keentools October 2018 - May 2019
Software Engineer (intern) *St Petersburg, Russia*
Worked on implementing a version of the object tracking VFX plugin for Adobe After Effects.

PROJECTS

Source code differencing (with JetBrains Research). September 2019 - May 2020 github.com/JetBrains-Research/hldiff
I designed a novel algorithm that generates high-level code changes representation (Abstract Syntax Tree aware diff).
It could make the code review process more effective, as the algorithm is aware of the code structure and operates
on different levels of abstraction.

Deep-RL with demonstrations (with JetBrains Research). Spring 2018 github.com/karvozavr/DotA-DeepRL
Researching how does deep reinforcement learning with demonstrations apply to a complex environment like the Dota
2 game.

CityQuest - outdoor quests service. September 2017 - January 2018 github.com/karvozavr/CityQuest
With two other students, I worked on a service for outdoor quests. This included an Android application, backend
services in Python, and a web application for user content creation.

SKILLS

Programming Languages	Python, Java, Kotlin, Go, C++, C, SQL, Haskell
Skills	Linux, Docker, Terraform, AWS, MongoDB, PostgreSQL, Spark, Spring, CI/CD, TDD
Languages	Russian (native), English (fluent), French (elementary)