

DMITRII ABRAMOV | Lead Software Engineer

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Work Experience

Tech Lead • Preqin

London, UK 04/2024 – Now

Technology Lead of a Business Unit responsible for all benchmark products.

- Launched brand new market indices product.
- Enabled the rapid development of new features by re-architecting the systems aligning them to business needs via use of microfrontends, self-contained services and data storages, and event-driven communication.
- Hired 2 engineers into the team.
- Organised and led company-wide expert group to facilitate migration to Python from unsupported dotnet versions.

Senior Software Engineer • Flawless AI

London, UK 02/2023 – 04/2024

Building the machine learning-based VFX software leveraging generative AI for video performance replacement.

- 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, helped with their growth, and provided technical direction across 2 product development teams.
- Architected and was a key contributor to the cloud-based AI visual translation product.
- Created an asynchronous communication platform to facilitate event-driven design, including infrastructure, libraries, and development toolkit.

Senior Software Engineer • OakNorth Bank

London, UK 09/2022 – 02/2023

- 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.

Senior Software Engineer • Tessian

London, UK 05/2021 – 09/2022

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.
- I acted as a tech lead in a team of three developers. My team architected and developed an ETL framework and environment that reduced the time for ML research experiments on production data from days to hours.
- 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

Software Engineer • Chatfuel

Remote 06/2020 – 04/2021

Was a lead behind technology of the growth team for the chatbot marketing platform.

- Increased conversion rate with new flexible payment plans by architecting and developing a new payment system.
- Implemented backend solutions to enable multiple complex product experiments.

Software Engineer (contract) • AMZScout

Remote 02/2020 – 06/2020

Worked as a software development consultant.

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

Software Engineer (intern) • JetBrains

St. Petersburg, Russia 09/2019 – 06/2020

- Worked on research products in Machine Learning for Software Engineering lab.
- 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.

Software Engineer (intern) • Deutsche Bank Technology Centre

St. Petersburg, Russia 06/2019 – 09/2019

- Worked on designing, creating, and enhancing QA tools for several Bank projects.

Software Engineer (intern) • KeenTools

St. Petersburg, Russia 09/2018 – 05/2019

- Implemented an advanced object-tracking VFX plugin for Adobe After Effects.

Education

Bachelor of Science • Higher School of Economics

St. Petersburg, Russia 2016 – 2020

- Major in Applied Mathematics and Computer Science.

Projects

Multi-level structure-aware source code differencing • Research Project • <https://github.com/JetBrains-Research/hldiff>

2019 – 2020

- I designed a novel algorithm that generates Abstract Syntax Tree aware code changes representation, operating at different levels of abstraction.

Turing Machine 2D • Mobile App

2019

- An educational app for computer science students. 1,000+ downloads on Google Play.

Deep-RL with demonstrations • Research Project • <https://github.com/karvozavr/DotA-DeepRL>

2018

- Researching how does deep reinforcement learning with demonstrations improves training in a complex multi-agent environment.

City Quest • Mobile App & Web Service • <https://github.com/karvozavr/CityQuest>

2017

- As a member of a team of 3 developers, 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.