



Dmitry Polishuk
(Head of Engineering)

//summary

Experienced product-oriented head of engineering with more than a dozen years of expertise in high-performance development in C/C++/Java. Started autonomous ride-hailing service in Moscow and built scalable taxi service from the ground which is the biggest platform in eastern Europe now.

//work experience

(Senior Engineering Manager)

Wildberries 2022 - Present

As an Engineering Manager at Wildberries, the largest e-commerce platform in Russia and neighboring countries, I led a diverse team of 20 professionals, including engineers, testers, DevOps specialists, and a database architect, in developing and maintaining the Seller's Portal, with a particular focus on the financial balance system.

- Key achievements and responsibilities include:
- Hiring and assembling a high-performing team of 20 skilled professionals, fostering a collaborative and results-driven environment.
- Successfully designing and implementing a high-scalable solution that enables real-time monitoring of income for over 400,000 sellers, streamlines the withdrawal process, and offers detailed analytical reports to support data-driven decision-making.
- Initiating and overseeing the development of an innovative AI-powered Seller's Assistant, which provides personalized guidance to help sellers navigate the platform's complexities and optimize their day-to-day operations.
- Ensuring the continuous improvement and enhancement of the financial balance system to meet the evolving needs of sellers and the platform's rapid growth.
- Collaborating closely with cross-functional teams to ensure seamless integration of solutions and alignment with overall business objectives.

(Chief Technical Officer)

Sber Automotive Technologies 2020 - 2022

- Development of fully autonomous vehicles with a brand new connected car stack. Delivered L4 technology and started driverless taxi service near Technopark station in Moscow
- Building a Data Factory for the perception and prediction modules to create a dataset for winter conditions.
- Implementation of advanced technologies such as machine learning, computer vision, and artificial intelligence to enhance vehicle performance and safety.
- Design and deployment of a robust and scalable infrastructure to handle high volumes of data and ensure seamless operation of autonomous vehicles. Created Data Factory to collect new data and pump AI of our self-driving technology
 - Successfully deployed AV in winter conditions
 - Improved the performance of perception and prediction models by 30%
- Collaboration with cross-functional teams to bring new innovations to the market and maintain a competitive edge in the industry.

(Head of Engineering)

Yandex.Go (Partners Products) 2018 - 2020

- Development and implementation of new and innovative technology solutions for the Yandex.Go platform to enhance its functionality and improve user experience.
- Collaboration with cross-functional teams to deliver end-to-end solutions that meet the evolving needs of the Yandex.Go platform.
- Mentoring and leading a team of software engineers to deliver high-quality software solutions in a fast-paced, agile development environment.
- Implementing effective project management processes and methodologies to ensure on-time delivery of software solutions.
- Driving technical decisions to make the Yandex.Go platform scalable, secure, and easy to use.
- Monitoring and analyzing performance metrics to measure the effectiveness of the platform and identify areas for improvement.

//skills

Software development
Team management
Building scalable businesses

//education

2003 - 2009 **Master**
Computer Security
Voronezh State Technical
University

(Lead Mobile Developer)

Yandex

2015 - 2018

As a Lead Mobile Developer at Yandex.Taxi, I was responsible for creating and implementing a new driver's platform that was seamlessly integrated into the Yandex eco-system. I led a team of mobile developers and employed agile processes to ensure timely and high-quality delivery of projects. My efforts resulted in a 35% improvement in driver satisfaction and a 70% increase in platform efficiency. I also established robust systems for quality assurance and documentation to maintain the highest standards for our mobile products, leading to 80% reduction in technical issues and improved reliability.

(Lead Mobile Developer)

Neosphere

2011 - 2015

As a Lead Mobile Engineer at NeoSphere, I was responsible for designing and implementing a low-level multimedia framework for Android for an interactive TV platform. My work involved developing robust and scalable solutions that enabled smooth and seamless multimedia experience for users. In 2012, I successfully designed and implemented a multimedia framework that was adopted by the platform, leading to improved performance and user satisfaction. Additionally, I implemented a P2P share/broadcast multimedia solution that allowed users to share multimedia content with their peers, increasing the overall engagement and usage of the platform. These technical achievements demonstrated my expertise in developing innovative multimedia solutions and my ability to deliver results in a fast-paced, deadline-driven environment.

(Software Developer)

2008 - 2011

As a Software Developer at DataArt, I made significant contributions to a number of projects and initiatives. I was responsible for developing a B2B trading Android client, which helped clients manage their business more effectively and efficiently. I also developed a Calls Analyzer Android client, which helped businesses to analyze and optimize their call performance. Additionally, I worked on the development of an Intelligent Performance Tuning Engine for enterprise networks, which optimized network performance for businesses. Finally, I developed a FOREX trading robot, which helped traders make more informed and profitable trades. Throughout my time at DataArt, I leveraged my technical skills and expertise to deliver high-quality and innovative software solutions that helped drive business success.

(Software Developer)

Kodofon

2008 - 2011

As a Software Engineer at Kodofon, I worked on the development of the physical layer simulation of 802.16d and 802.11g standards. I developed a simulator that emulated all the physical features of these standards, including the Convolutional Turbo Coder, OFDMA, and permutation schemas. I also developed a simulator that allowed users to emulate MAC and PHY levels for broadband wireless protocols, including 802.16 d/e and 802.11g/n standards. This simulator had a GUI to change the settings and observe the simulation process. Additionally, I implemented a Convolutional coder and Viterbi decoder for working on GPU, which was used to accelerate imitation processes and encode/decode large amounts of data in various simulations and products.



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//contact information

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Budva
Montenegro

//languages

english (fluent)
spanish (read and understand)
turkish (beginner)

//interests

Traveling
Street inline skating
Math
Cryptography
Psychology
Reading

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