



Vladimir Veselov

Software Engineer

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🕒 Russia/Moscow Timezone Timezone

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EDUCATION

MSc in Applied Mathematics and Physics

Moscow Institute of Physics and Technology (State University)
2014 - 2016

BSc in Applied Mathematics and Physics

Moscow Institute of Physics and Technology (State University)
2010 - 2014

LANGUAGES

English (B2)

Russian (C2)

CAREER PROFILE

- 8+ years of experience in software development, including team leadership and architecture design.
- Successfully delivered 20+ projects in construction planning, document management, and information systems.
- Proficient in backend, frontend, and system architecture, with a focus on process automation and optimization.
- Experienced in building and managing cross-functional teams of up to 15 developers.

EXPERIENCES

IGA Technologies, Moscow

Classification System (Fullstack Team Lead)

2023 - present

Managed a 4-member team creating a Classification System for the customer. Results:

- built the architecture for the system,
- developed backend services,
- implemented an approach to describe the system architecture as code using C4 and PlantUML.

Stack: Microservices, Java 17, Spring Boot, PostgreSQL, Kafka, React, Typescript, Docker, Kubernetes, Gitlab CI.

Construction Assessment System (Backend Team Lead)

2022 - 2023

The team developed the system that helps to plan, approve and provide inspections of building construction. Achievements:

- designed the architecture of the system, backend and libraries to simplify the database interaction process,
- directed a process of reviewing the development results to compile a library of components to be used in other projects.

Stack: Microservices, Java 11, Spring Boot, PostgreSQL, Kafka, React, Typescript, Docker, Gitlab CI.

Electronic Document Management (Fullstack Team Lead)

2022

Developed a new module Electronic Document Management for a formal process of the documentation release. Highlights:

- established the CI/CD approach to the customer thereby increasing the frequency of releases by 5 times,
- separated 2 business and 1 technical services from the monolith,
- implemented team member performance reviews.

Stack: Monolithic Architecture, 3DEXPERIENCE R2021x, Java 11, Spring Boot, React, Typescript.

Information Management System (Fullstack Team Lead)

2018-2022

Produced Information Management System for company leading NPPA construction project.

Significant experience:

- built an international distributed team of 15 developers from scratch,
- introduced static analyzers into the development process,
- implemented CI/CD approach to the project,
- introduced docker to the development process.

Stack: Monolithic Architecture for business logic + small technical services, 3DEXPERIENCE R2021x, Java 11, Java EE, Spring Boot, ActiveMQ Artemis, React, Typescript, Gitlab CI.

Change Approval Extension (Fullstack Developer)

2018

Developed a new module to automate the Change process of engineering models. Interesting experience:

- introduced React framework to the company,
- moved server logic from JSP and Servlets to JaxRS.

Stack: Monolithic Architecture, 3DEXPERIENCE R2019x, Java 8, Java EE, React.

Information Management System (Backend Developer)

2016-2018

Prepared line of Information Management Systems for 4 NPPA. During the project I

- introduced Gitlab to the company and migrated all projects from the remote SVN server,
- configured Gitlab CI servers and implemented CI jobs for compiling backend and running tests.

Stack: Monolithic Architecture, 3DEXPERIENCE R2015x, Java 8

Warehouse Management (Junior Backend Developer)

2016

- created a system for the warehouse to register all income and outcome of assets,
- developed a plugin for IntelliJ IDEA that sped up data model development at least 10 times and allowed to add configuration data to the control version system.

Stack: Monolithic Architecture, 3DEXPERIENCE R2015x, Java 8

FSUE GRCC, Moscow

Symbol detection (Junior Software Developer)

2014-2015

- developed an algorithm for detecting forbidden symbols in images and videos.

Stack: C++, OpenCV, Python

FSUE TsAGI, Moscow

Models Testing System Redesign (Engineer)

2013-2016

- optimized algorithms to control trim systems for boats and plane models,
- redesigned system that collected data from analog and digital sensors during tests of the hydrodynamic configuration of the sea-based planes.

Stack: NI LabVIEW, Arduino, C++, Matlab, Python

SKILLS & PROFICIENCY

Java Spring Javascript React PostgreSQL Gitlab CI Docker Kubernetes PlantUML/C4