Nik Marchenko

Staff Software Engineer

Redondo Beach, CA
90278, USA
nick.a.march@gmail.com

PROFILE

Seasoned software engineer with over a decade of experience in software development, I am a passionate problem solver and a cheerful team player with a strong sense of ownership. I am a simplicity-chaser. I am a skilled balancer between product and technology, prioritizing fast feature development while minimizing tech debt.

EXPERIENCE

Dataplor, Full Remote — *Senior Solution Engineer - Backend*

JUN 2024 - PRESENT

Self-directed problem solver leading end-to-end GIS and location intelligence projects:

- Designed and implemented a scalable system to run global place deduplication and brand-place analysis with integrated AI, enabling high-throughput, automated processing of geospatial data on a regular cadence using minimal infrastructure.
- Spearheaded the development of a reporting system to highlight and visualize changes in delivered data products, providing clients with clear insights into updates and trends between product versions.
- Developed core logic to identify and construct building-level polygons for places using the Overture dataset, enabling accurate spatial analysis and enhanced place resolution.

Technologies: PostgreSQL, PostGIS, SQL, AWS, Ruby on Rails, DuckDB, SQLite, Docker, Heroku, OpenAI API.

Mothership, Full Remote — *Staff Software Engineer - Full Stack*

NOV 2022 - APR 2024

Focused on the carrier side of the business, tackling various aspects, including:

- Optimized carrier routing solutions by integrating traffic information into distance matrices and implementing caching, significantly reducing operational costs and saving over $10,000 daily.
- Identified a critical issue through data analysis, revealing 98% of carriers had expired insurance, and implemented an update feature to resolve it, significantly improving risk management and coverage accuracy.
- Overhauled the tracking system for carriers' current locations and eliminated complex infrastructure for carriers' historical locations.
- Consolidated and improved all shipment dispatching logic into one system and migrated it to a PostgreSQL database, streamlining operations and accelerating feature development.

Technologies: Typescript, NestJS, ReactJS, Python, PostgreSQL, Docker, NodeJS, K8s, Kafka, InfluxDb, Databricks, Google Maps Platform, Firebase, OpenAPI, Terraform.

Dollar Shave Club, Marina Del Rey — *Senior Software Engineer - Backend*

MAR 2018 - NOV 2022

- Led the upgrade of Elasticsearch from 1.7 to 7.13, migrating over 20 million customer profiles without downtime.
- Reduced digital product release time from 4 weeks to 20 minutes.
- Collaborated with stakeholders to advocate technical solutions.

SKILLS

ENGINEERING LEADERSHIP, PRODUCT INITIATIVES

TDD, CI/CD, DDD, EDD, OPENAPI

NODEJS, TYPESCRIPT, JAVASCRIPT, RUBY, ELIXIR, PYTHON, PHP

RAILS, NESTJS, EXPRESS, KOA, REACTJS, LARAVEL

POSTGRESQL, MYSQL, REDIS, RABBITMQ, ELASTICSEARCH, FIREBASE, KAFKA (CONNECT, STREAMS), DATABRICKS

AWS, DOCKER, TERRAFORM

LANGUAGES

English,

Russian

LINKS

[GitHub](#)

[LinkedIn](#)

[Facebook](#)

- Integrated Kafka Connect and Kafka Streams (with JRuby), improving project onboarding and efficiency.
- Oversaw a distributed team, focusing on code review, mentorship, and TDD practices.

Technologies: Ruby, JRuby, Python, Docker, NodeJS, Elixir, Nginx, K8s, Terraform, PostgreSQL, MySQL, Elasticsearch, Kafka, Kafka Streams, Kafka Connect, Airflow, GCP, AWS.

Wag!, W. Hollywood — *Software Engineer - Full Stack*

FEB 2017 - MAR 2018

- Developed a CRM call dispatching system using Twilio, featuring customizable client cohort priorities for each call, enhancing service personalization and efficiency.
- Built landing pages for sharing customer-owned dog videos on social networks, incorporating random video effects and Instagram-like stories, enhancing user engagement and content virality in the app.
- Collaborated with IOS and Android application developers to build clear and meaningful API.

Technologies: AWS, Firebase, ReactJS, Laravel, NodeJS.

USAePay, Glendale — *Lead Developer - Full Stack*

MAY 2014 - FEB 2017

- Developed a microservice-based billing system for over 3000 resellers and 100,000+ merchants.
- Led the development of an API for iPayment, a leading US payment processing company.
- Created a hook system and automation tools to streamline processes.
- Developed business management products, including hiring, asset, inventory, and employee databases.

Technologies: Angular.js 2, Backbone.js, Redis, MySQL, CentOS, and PHP-written company's MVC framework. Participated in developing that framework.

EDUCATION

Bauman Moscow State Technical University — *Master's Degree in Computer Science*

SEPTEMBER 2003 - JULY 2009