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Top Skills

Go

Ad Tech

Team Leadership

Vyacheslav Goryunov

Principal Software Engineer at Vimmy Ads
Yerevan, Yerevan, Armenia

Summary

With 11 years of experience in the IT industry, I specialize in high-load system development, team leadership, and creating innovative solutions in AdTech. My expertise lies in architecting scalable applications and fostering a culture of engineering excellence.

Professional Experience

Principal Software Engineer (2022 - present)

- Leading a team of 6 professional developers
- Architecting and developing systems processing over 300,000 requests per second
- Mentoring and nurturing team growth
- Identifying and justifying cost-effective technical solutions
- Developing processes for effective business-development interaction, seamless onboarding, and maintaining a robust engineering culture

Key Achievements

- Designed and implemented a flexible distributed statistics system using ClickHouse and Kafka
 - Processing 50 GB of data daily
 - Implemented versioned API support for flexible data expansion
- Architected a high-performance advertising campaign tracker
 - Processing 10,000 clicks per second on a \$50 server
 - Implementing dynamic paths and integrated statistics
- Developed a distributed fault-tolerant OpenRTB rotator in Go
 - Currently handling 300,000 requests per second
 - Orchestrated an ecosystem of microservices to support this high-load system
- Established and maintained a strong engineering culture
 - Implemented comprehensive documentation practices

- Set up efficient code review processes
- Designed a robust task workflow
- Introduced thorough testing methodologies
- Successfully scaled these practices with team growth over four years

Technical Expertise

- Languages: Go (since 2019), PHP (since 2014)
- Frameworks: Laravel, VueJS
- Technologies: ClickHouse, Kafka, OpenRTB
- Domains: AdTech (since 2016), high-load systems, game development (Unity, C#)
- Full-stack development: Backend (Go, PHP) and Frontend (VueJS) for internal portal development

Project Management Experience

- Coordination of distributed teams and freelancers
- Development and launch of mobile games and browser extensions
- Creation and growth of personal project BrainyPlan

Additional Activities

- Maintaining an IT-focused YouTube channel (since 2020)
- Active participation in knowledge sharing within the IT community

Experience

Vimmy Ads

5 years 3 months

Principal Software Engineer

July 2022 - Present (2 years 3 months)

- Leading a team of 6 professional developers
- Architecting and developing systems processing over 300,000 requests per second
- Mentoring and nurturing team growth
- Identifying and justifying cost-effective technical solutions
- Developing processes for effective business-development interaction, seamless onboarding, and maintaining a robust engineering culture

Technical Lead

July 2021 - Present (3 years 3 months)

Developer

July 2019 - July 2022 (3 years 1 month)

- Developing of High-Load ads rotator on Go (300k RPS)
- Developing of statistics for the rotator with ClickHouse
- Kafka for internal message exchanging
- OpenRTB integration on Go
- Developing of many internal flexible API for statistics, entity managing and so on. Go and PHP

YouTube channel "Славный АйТи"

Blogger

November 2020 - Present (3 years 11 months)

Slavniy IT is a Russian-language YouTube channel where technology, programming, and personal projects come to life!

What you'll find here:

- In-depth tutorials on GoLang libraries
- Exploration of unique tech solutions
- Insights into personal coding projects
- Educational content for developers of all levels

Our mission: Sharing knowledge and experience to empower fellow developers and tech enthusiasts in the Russian-speaking community.

The channel offers a space for curious minds to dive into the fascinating world of IT together, all in Russian.

Self-employed

Founder

November 2018 - November 2019 (1 year 1 month)

My pet project to improve management skills. The final application was about motivating and managing of your tasks, goals and ideas. The project was done and released so my team and I made full cycle from the beginning to production. Permanent size of team is 4 employers. Some tasks were implemented by freelancers.

Stack:

- Xamarin.Android
- Small part of native Java Android code

- Laravel as a backend and administration panel
- NodeJS as a WebSocket server

Freelance

Full Stack Developer

January 2016 - June 2019 (3 years 6 months)

In general I worked on adtech products.

Stack:

- MySQL Server
- Nginx
- PHP 7+
- Laravel 5+
- NodeJS

I did something like that:

I was developing full portal of an adtech product on Laravel 5. As for pages there were ad campaign management, creative management, really powerful statistics system with multi-level grouping and much filters, billing with integrated WebMoney and Paxum.

Also I was developing simple ads rotator. There was implementation on PHP which was not so fast and successful, but another much faster version was on NodeJS.

Based on specific of these products I tuned MySQL Server, Nginx and PHP-FPM for high-load.

Education

International College of Economics, Law and Information Technology
Network and System Administration/Administrator · (September 2015 - July 2019)