

# Vlad Benkovskiy

Principal Backend · Platform Engineer · Data Engineer  
Distributed Systems · Data Infrastructure · Fintech Systems

Kyiv, Ukraine · Open to remote / international roles

Email: [vladyslav@codefather.dev](mailto:vladyslav@codefather.dev)

[Website](#) · [GitHub](#) · [LinkedIn](#) · [Upwork](#)

---

## SUMMARY

Principal backend / platform engineer with 10+ years of experience **leading the design and evolution of distributed systems and data platforms** across fintech, payments, and high-load environments.

Specialized in building systems that must remain correct under real-world failure conditions: transaction-heavy flows, ledgers, payment pipelines, identity/KYC workflows, and event-driven integrations. Strong focus on **system design, architectural decision-making, and long-term maintainability**.

Designed and evolved data-intensive architectures combining OLTP systems (PostgreSQL) with analytical layers (ClickHouse, BigQuery) and cold storage (data lakes), including lifecycle management, retention strategies, and queryable historical datasets.

Drive system evolution by introducing platform capabilities, defining system boundaries, and improving performance, reliability, and observability across critical production paths.

---

## CORE EXPERTISE

### Distributed systems architecture

- Event-driven systems, async pipelines, and service-to-service communication.
- System boundaries, consistency trade-offs, and failure isolation.
- Ledger-based transactional systems with auditable state transitions.

### Backend platform engineering

- Design of internal platforms, API gateways, and shared infrastructure capabilities.
- API design, versioning strategies, and backward-compatible evolution.
- Integration architecture across external systems and services.

### Data platform engineering

- Design of analytical systems combining OLTP, OLAP, and data lakes.
- Time-series pipelines, lifecycle management, retention, and archival strategies.
- Data correctness guarantees: idempotency, deduplication, reconciliation, replay.

### Reliability & performance engineering

- Fault-tolerant processing under partial failure.

- Dead-letter handling, retry strategies, and recovery mechanisms.
- Critical-path optimization and resource efficiency improvements.

### Auth / identity systems

- OAuth2 / OIDC, Keycloak-based architectures.
- RBAC, object-level permissions, audit logging.
- KYC integrations and identity-bound workflows.

### Observability

- Metrics, logs, tracing, dashboards, alerting.
- Production visibility and operational reliability.

---

## TECH STACK

**Languages:** Python, Rust, Go, TypeScript

**Backend:** FastAPI, Django, Flask, Node.js, Gin, asyncio, aiohttp, REST, RPC

**Databases & Analytics:** PostgreSQL, ClickHouse, BigQuery, Firestore, ScyllaDB, Redis

**Messaging & Jobs:** RabbitMQ, Google Pub/Sub, Celery, scheduled jobs

**Cloud & Infra:** AWS, GCP (Cloud Run, Cloud Functions, GCS), Docker, Linux, Cloudflare

**Observability:** Prometheus, Grafana, Loki, Cloud Logging, Cloud Monitoring

**Security & Identity:** OAuth2, OIDC, Keycloak, RBAC, audit logging

**Architecture:** Distributed systems, event-driven patterns, hexagonal architecture, resiliency

---

## EXPERIENCE

### Backend Platform Engineer / Data Engineer — Tacticstrade.ai

2026–Present · Kyiv, Ukraine

AI-based trading platform with full ownership of backend architecture, data infrastructure, and transaction processing.

**Tech:** Rust, Go, Node.js, ClickHouse, PostgreSQL, ScyllaDB, Redis, GCP

#### Highlights

- **Led the architecture of a time-series data platform** spanning real-time ingestion, analytical processing (ClickHouse), and cold storage (GCS data lake)
- **Defined system boundaries and data flow architecture** across ingestion, aggregation, and storage layers
- Designed lifecycle strategies across OLTP, OLAP, and archival storage, keeping operational storage lean while preserving historical access
- **Architected a transaction processing system with a custodial ledger**, ensuring correctness under partial failure (idempotency, reconciliation, replay)
- Introduced event-driven and batch processing patterns for ingestion, aggregation, and backfills
- Improved critical-path efficiency (**-20% CPU, -15% memory**) through targeted optimizations
- Established observability standards (metrics, logs, alerting) for production reliability

- **Acted as sole owner of backend architecture**, making system-level decisions across data, APIs, and infrastructure

### **Senior Python Developer — ItAdviser**

2025–2026 · Poland

Neo-banking platform (Revolut-like) with focus on platform architecture, auth/KYC, and distributed integrations.

**Tech:** Python, FastAPI, Keycloak, PostgreSQL, RabbitMQ, AWS

#### **Highlights**

- **Drove architectural decisions** for API gateway, auth/KYC services, and internal event-driven infrastructure
- Designed and implemented an internal event-bus framework (Layerbus) for loosely coupled distributed systems
- Built async processing pipelines using RabbitMQ with fault-tolerant patterns (retries, DLQ, reconciliation)
- Designed authorization system (RBAC, object-level permissions, audit logging) using Keycloak
- Built KYC and risk-decisioning pipelines integrated with external providers (KYCAID, Sumsub)
- Improved performance via caching strategies and query/index optimization
- Implemented ETL pipelines supporting consistency across distributed cache layers
- Delivered CI/CD and production deployment practices

### **Backend Engineer — Requestum**

2023–2024 · Remote

Backend and data systems for ML-heavy client projects.

#### **Highlights**

- Designed ETL pipelines for video processing supporting ML training/inference
- Built reproducible training/debugging pipelines with dataset versioning
- Implemented speech-processing pipelines (TTS, voice conversion)
- Improved reliability and performance of inference pipelines
- Delivered backend services and MLOps support

### **Senior Backend Developer — Peppeernode**

2022–2023 · Kyiv, Ukraine

Product backend systems in payments and scheduling domains.

#### **Highlights**

- Owned backend systems for ordering and payments platform
- Built end-to-end QR-based ordering system with POS integration
- Designed background processing and synchronization flows
- Integrated third-party services (Zoom, Twilio, Google Calendar)

**Main Backend Engineer — Canvagram**

2021–2022 · Toronto, Canada

- Owned backend architecture and delivery
- Maintained system performance and data integrity in production

**Main Python Engineer — Sport Master Data SIA**

2020–2021 · Riga, Latvia

Payment systems aggregator and terminal infrastructure.

**Highlights**

- Designed integrations with 40+ payment providers and banks
- Built offline transaction processing pipeline connected to a central ledger
- Implemented reconciliation and fault-tolerant processing
- Designed crypto and fiat payment flows

**Senior Python Developer — Eblitz Gaming**

2019–2020 · London, UK

- Built Pub/Sub-based service communication
- Implemented async processing and backend optimizations

**Freelance Python Developer**

2015–2019

- Designed and delivered backend systems across healthcare, e-commerce, and trading
- Built APIs, data models, integrations, and async processing pipelines

---

**ACHIEVEMENTS**

- Arctic Code Vault Contributor (GitHub)
- Udemy Instructor — 4,000+ students
- Technical content on AI / RAG systems (YouTube)

---

**LANGUAGES**

- English — B2
- Ukrainian — Native