

Andrei Vlasov

Backend Developer

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Summary

Writing backend in **Haskell**, **Rust**, **Python** since 2020.
Running servers with **NixOS** since 2022.
I love strong type systems and reproducible builds.

Professional Experience

Bodiq

Web App for gym visitors

Rust Backend Developer (July 2025 – October 2025)

Technologies: Axum, PostgreSQL, Railway.

- Created stateless, easily scalable backend, cutting cost of hosting.

Gauss

Platform for personal finance optimization

Middle Haskell Backend Developer (June 2024 – November 2024)

Technologies: Servant, Esqueleto, PostgreSQL, AWS, Cloudwatch, OpenAI, Intercom.

- Implemented Avanche&Snowball algorithms with progress history.
- Implemented support chatbot by integrating OpenAI and Intercom APIs.

Osmos

Networking platform for professionals

DevOps/SysAdmin (June 2023 – December 2025)

Technologies: **NixOS**, Linux, PostgreSQL, AWS, Github Actions, **Python**, Gunicorn, **Haskell**, Bash.

- Deployed&maintained Production and QA servers, with only a single outage in 2.5 years.
- Ran Continuous Deployment via Github Actions.
- Developed a [custom CI system](#) from scratch to reduce deployment time from 20 minutes to 1 minute.
- Developed a Telegram bot for real-time alerts.
- Substituted **Python**/FastAPI/SQLAlchemy backender when needed.

MLabs

Blockchain consultancy

Junior Haskell/PureScript Developer (March 2022 – February 2023)

Technologies: **Haskell**, PlutusTx, Cardano, **PureScript**, Cardano Transaction Lib, Halogen.

- Implemented blockchain contracts based on external specifications.
- Created a web-based interactive demo for shareholders.

Thunderstorm prediction system for high-rise workers

A one-time project with a university professor and another student

Rust&Python Developer (January 2021 – February 2021)

Technologies: **Rust**, WinAPI, **Python**, numpy.

Education

Higher School of Economics, Moscow

Bachelor of Applied Mathematics (2018 – 2022)

Fields: Algebra, Functional Analysis, Linear Algebra, Mathematical Optimization, Mathematical Statistics, Numerical Methods, Programming.

- Developed a GPU-accelerated 2D simulation of bouncy particles with OpenCL and **Rust**
- Performed numerical calculation in **Python** for [Real Science](#).
- Developed a **Python** library for pre-programmed sensors.
- Created a demo¹ for a wireless accelerometer with Arduino, C++ and **Python**.
- Developed backend in **TypeScript/NodeJS**.
- Configured **Gitlab CI/CD**.

Hobby projects

C&

A thin transpiler from a more modern C-like language to C.

Ludum Dare 57

Sound effects & programming in Unity.

<https://avlasov.cabal.run/lux/>

A sed-like text-processing tool. Self-educational project in compiler building. [Source](#).

<https://scrabble.cabal.run>

Frontend in **PureScript**/Halogen for the Scrabble game. [Source](#).

¹Demonstration: [./apparatus_demo.mp4](#)