

TIMOFEI VORONOV

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Software Engineer with 15 years of experience architecting and implementing scalable cloud-native solutions. Proven track record of transforming monolithic applications into efficient microservices architectures, reducing infrastructure costs, and mentoring engineering teams. Expert in Go, TypeScript, and cloud technologies, with deep experience in system design and performance optimization.

WORK EXPERIENCE

GHY Impact Capital, STAFF SOFTWARE ENGINEER

Raleigh, NC | May 2024 – Present

- Built an LLM-powered document parser using a multi-model approach with consensus-based filtering, improving data accuracy across diverse file formats.
- Designed event-driven architecture with AWS SNS/SQS to handle asynchronous workflows for thousands of transactions daily.
- Designed and developed a user management system in Java, including invitations, registration, and SSO functionality.
- Integrated 3rd-party tools (DataDog, Auth0, Hotjar, Thinkific) to improve monitoring, authentication, and user experience.
- Implemented asynchronous background job processing using AWS Batch.
- Developed Terraform IaC for AWS ECS/RDS clusters, implementing observability, recovery, and failover mechanisms.

DEXCARE, STAFF SOFTWARE ENGINEER

Raleigh, NC | May 2023 – Feb 2024

- Led modernization of a legacy Self-Service Portal, aligning with a new data storage platform and improving developer onboarding speed.
- Built a metadata-driven application configuration framework (JSON Schema + event-driven backend) to automate CRUD integration for a message-based database, cutting developer effort in half.
- Created shared tooling adopted across teams, improving productivity and development consistency.
- Mentored junior engineers, improving team code quality and velocity.

CARIBBEANOS, STAFF SOFTWARE ENGINEER

Raleigh, NC | Nov 2021 – May 2023

- Cut release cycles by 50% by decomposing an AWS AppSync monolith into microservices, improving stability and scalability.
- Reduced infrastructure costs by ~50% via multi-tenant single-deployment architecture.
- Hired and onboarded senior engineers, doubling delivery speed and product quality.
- Built high-performance cloud services using Go, Kotlin, GraphQL, DynamoDB, PostgreSQL, and Redis.
- Designed and developed a data pipeline using Kotlin, Apache Beam, Apache Flink, Redshift, and Kubernetes.

AVANADE, SENIOR / STAFF SOFTWARE ENGINEER

Raleigh, NC | Sep 2017 – Feb 2023

- Designed and delivered a metadata-driven, multi-tenant application framework deployed in 50+ countries, featuring a DSL, event-driven rules engine, JSON schema-based type system, and cross-platform rendering engine enabling rapid global rollout of solutions and consistent architecture across business units.
- Reduced backend response times by 50% and downtime by 80% by optimizing TypeScript/OpenAPI services and applying performance best practices.
- Led migration from Bluemix to Kubernetes on Azure, improving deployment reliability.
- Designed and implemented a distributed data integration pipeline between ERP systems and Microsoft D365 using Kubernetes, RabbitMQ, MongoDB, NodeJS, and .NET Core.
- Established DevOps/GitOps best practices and mentored global engineering teams.

ADDITIONAL EXPERIENCE

INFUSION, SENIOR SOFTWARE ENGINEER

Krakow, Poland / Raleigh, NC | 2014 – 2017

- Built a web view-based mobile application framework with shared business logic and native UI integration, improving multi-platform consistency and reducing maintenance overhead.
- Developed OCR-based document digitization pipeline, cutting manual entry and errors.
- Implemented WebSocket communications and real-time features for a next-gen in-flight entertainment system.

DYNAMICWEB, SOFTWARE ENGINEER

Aarhus, Denmark | 2013 – 2014

- Designed and implemented core CMS product features in C#, SQL, and Apache Lucene.
- Improved platform stability and performance by resolving critical defects.

FESCO, SIEMENS FINANCE, PIONEER, SOFTWARE ENGINEER

Vladivostok, Russia | 2009 – 2013

- Designed accounting system features and optimized caching in the persistence layer, improving system performance by 25%.
- Reduced page load time by 15% by refining frontend-state architecture.
- Designed task management and real-time notification systems for ERP users across departments.
- Improved database and runtime performance through algorithmic and memory-structure optimizations.
- Developed ERP modules and implemented regional data sync processes, ensuring consistent business logic across locations.

PROJECT EXPERIENCE

FERRET, CREATOR

- Developed a Go-based web scraping tool with a declarative query language, adopted by multiple enterprises for automation and ML workflows.
- Engineered CLI, test runner, and worker tools to support CI/CD and QA use cases — showing deep familiarity with internal toolchains and extensibility.

BEAGLE, CREATOR

- Built a lightweight beacon tracking system for Raspberry Pi using Go and RESTful APIs, showcasing IoT systems integration and real-time event processing.

SKILLS

Programming Languages: Java, Go/Golang, Python, Kotlin, TypeScript, C#, [Node.js](#)

Security: OAuth2, JWT, OpenID, OIDC, SAML

Cloud/DevOps: AWS (ECS, SQS, Batch), Terraform, Kubernetes, Docker, CI/CD

Architecture: Microservices, Event-driven systems, High-availability distributed systems

Tools: DataDog, Jenkins, GitHub Actions, ArgoCD, Splunk

Testing: JUnit, Vite, Mocha, Go Testify

Messaging & Storage: Kafka, RabbitMQ, PostgreSQL, Redis, DynamoDB

Protocols: REST, OpenAPI, gRPC, WebSockets

Data formats: JSON, Parquet, Avro

AI Tools: ChatGPT, GitHub CoPilot, Cursor

Spoken Languages: English, Russian

EDUCATION

MASTER'S DEGREE IN COMPUTER SCIENCE

FAR EASTERN STATE TECHNICAL UNIVERSITY, VLADIVOSTOK, RUSSIA