ARSENII ZORIN
Platform Engineer

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EDUCATION

Master of Software Development Technology

Peter the Great St. Petersburg Polytechnic University

2016 - 2018

Bachelor of Applied Mathematics and Computer Science

St. Petersburg state University of architecture and civil engineering

2012 - 2016

PROGRAMMING

Go	Rust
C	C++
TypeScript	Python
Java	C#

IAC

Ansible	Pulumi

About Me

Software Engineer with 5+ years of hands-on experience, passionate about automating the Software Development pipeline. Proficient in 'Everything as Code' methodologies, including Infrastructure as Code (IaC) and Configuration as Code (CaC), focused on making developers' lives easier.

I thrive in international, collaborative environments, working with like-minded professionals in fast-growing tech companies. I am deeply interested in several professional topics which I explore through post-graduate studies, keynote speeches at conferences, and publications.

Experience

Mar 2022 - Present
CS.Money

Platform Team Lead

As a lead of Platform team in CS.Money I guide my team on releasing deliveries aimed at DevEx improvement. This is achieved by creating and maintaining transparent processes targeting developers.
My team under my leadership has fully completed the migration of services to Kubernetes and AWS. Decreased infrastructure costs by optimizing instances usage and decreasing egress network traffic. Introduced ZeroTrust for securing internal systems and development environments.

Jul 2021 - Mar 2022
CS.Money

Platform Engineer

As a Platform Engineer in CS.Money I increased maintainability of pipelines templates and services deployments. I started migrating services from bunch of instances with docker-compose to Kubernetes cluster and to fully managed Amazon Web Services. All of the resources were created with Pulumi IaC solution that allowed to use real programming language. The best decision was to use Pulumi for deployment to k8s. To ease the deployment process of new services and the maintenance process of already deployed ones, some libraries were written.

Sep 2020 - Aug 2022
Peter the Great St.Petersburg Polytechnic University

Lecturer

At the Institute of Computer Science & Technologies I taught Computer Network Technologies to 4th-year students. The course focused on developing software that reliably works with modern networks. As part of my responsibilities, I created and conducted a comprehensive series of laboratory work and wrote a companion series of lectures to enhance theoretical understanding. Additionally, I developed an Infrastructure as Code (IaC) solution to set up lab environments for students in DigitalOcean and Linode, facilitating hands-on learning experiences.

May 2021 - Dec 2021
R&D Project

Technical Lead

A collaborative project between Huawei and Peter the Great St.Petersburg Polytechnic University. The goal was to develop a tool that will allow a developer to minimize the amount of test suites without impact on coverage. During the project, the prototype as a PoC was developed,research of different test suite minimization techniques was conducted. Java programming language was used for everything. As a result of the project, an expandable minimization engine that can detect redundant tests was provided. A wide range of existing approaches and techniques was analyzed.

Jan 2018 - Jul 2021
Industrial Systems for streaming data processing

Developer (Lead Developer since Feb 2021)

A research lab at Peter the Great St.Petersburg University that conducts original research and performs commercial developments in related fields. The projects ranged from the development of an information system for owners, investors and residents of investment hotels to development of a software for behavioral strategies of mouse models analyzis. On the latter stages I was responsible for the Software Development Life Circle of multiple products. I also consulted development teams on architectural solutions and maintained on-prem and cloud infrastructure.

Jan 2017 - Jun 2018
R&D Project

Developer

A collaborative project between Siemens and the Peter the Great St.Petersburg Polytechnic University. The goal was to investigate the possibility of using artificial neural networks for software clone detection process. This research became a topic of master thesis. As an outcome of the project, the prototype as a PoC was developed. Two programming languages were used - Java & Python. Java was used for AST (Abstract Syntax Tree) extraction and preprocessing, while Python was used for recurrent neural network implementation and post-processing.

Publications

○ **ATSM: A coverage-based framework and a tool for test suite minimization**
Alekseev, Y., Onischuck, M., Zorin, A., Chernyi, V., Iliyn, E., Itsykson, V. (2023). Journal of Software Evolution and Process, e2621. DOI

○ **Digitalisation for improving population well-being in the arctic area**
Rakova, V., Bolsunovskaya, M., Zorin, A., Fedorov, V., Novikova, Y. (2021). In: Rodionov, D., Kudryavtseva, T., Skhvediani, A., Berawi, M.A. (eds) Innovations in Digital Economy. SPBPU IDE 2020. Communications in Computer and Information Science, vol 1445. Springer, Cham. DOI

○ **Automatic analysis of the "Morris water maze" behavioral test data**
Chernyuk, D. P., Zorin, A. G., Derevtsova, K. Z., Efimova, E. V., Prikhodko, V. A., Sysoev, Y. I., Vlasova, O. L., Bolsunovskaia, M. V., & Bezprozvanny, I. B. (2021). Zhurnal Vysshei Nervnoi Deyatelnosti Imeni I.P. Pavlova, 71(1), 126-135. DOI

○ **Software for analyzing the behavioural test "Morris Water Maze"**
Zorin, A., Chernyuk, D., Vlasova, O., Bolsunovskaya, M., & Bezprozvanny, I. (2020). E3S Web of Conferences, 203, 01029. DOI

○ **Disguised Face Detection**
Zorin, A., & Abramov, N. (2020). In K. J. Kim & H.-Y. Kim (Eds.), Information Science and Applications (pp. 509–517). Springer. DOI

○ **Recurrent Neural Network for Code Clone Detection**
Zorin, A., & Itsykson, V. (2018). THIRD CONFERENCE ON SOFTWARE ENGINEERING AND INFORMATION MANAGEMENT (SEIM-2018), 47–53. Link