



# Mykhailo Palahuta

SENIOR SOFTWARE ENGINEER

## ABOUT ME

Experienced Senior Software Engineer with 7 years of demonstrated expertise in backend development, specializing in Go, CGo, Java, and distributed systems design. Proven track record in leading complex software projects from conceptualization to delivery, focusing on scalable, secure, and highly available systems for video streaming and real-time hardware orchestration. Adept at driving organizational excellence by defining engineering standards, implementing best practices, and fostering team growth through interviews and performance reviews. Proficient in leveraging AI-powered tools to enhance productivity and accelerate development processes. Passionate about innovation, system observability, and security hardening across diverse technological stacks.

## PERSONAL DETAILS

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## EXPERIENCE

### ● A global leader in passenger information systems and video security solutions for the public transit industry

SENIOR SOFTWARE ENGINEER

8 months

- Engineered a secure and scalable RTSP and WebRTC streaming service in Go for encrypted live video delivery, successfully replacing a high-load production system that was struggling to scale
- Optimized camera configuration API latency from more than 1 minute to 8 seconds
- Established robust CI/CD pipelines and implemented automated testing frameworks, designing and building the supporting infrastructure to enhance development efficiency and reliability
- Facilitated the organizational shift from C++ to Go, establishing best practices and idiomatic patterns for the engineering team
- Implemented a comprehensive monitoring and observability stack, established developer accountability, and introduced best-in-class monitoring practices while serving as a subject matter expert
- Architected and led development of a high-performance ONVIF device management service and a flagship Event-Condition-Action (ECA) engine enabling real-time hardware orchestration

### ● A huge online service for Childcare, Pet Care, Senior Care, etc.

SENIOR SOFTWARE ENGINEER

6.5 years

- Engineered a robust AWS cloud-native payment subsystem, delivering a unified API across multiple organizational products, resulting in \$1 million cost savings in that quarter
- Developed best practices and templates centered on decomposing a large monolith using Domain-Driven Design (DDD) methodology, leveraging GraphQL APIs and Kafka-based systems supporting efforts of over 30 engineering teams
- Redesigned organizational architecture by implementing centralized Nginx and request-routing microservices, effectively resolving critical system scalability challenges and enhancing resource efficiency by 2-3x for core monolith APIs and SEO microservices
- Led security hardening of a core Apollo GraphQL server, blocking over 5,000 malicious requests daily
- Resolved a critical long-standing Hibernate persistence layer issue eliminating 15,000-25,000 of daily request failures
- Optimized core messaging system APIs, reducing request latency p99 from over 4 seconds to approximately 500 milliseconds
- Automated a monolith release process to minimize manual effort reducing the process duration from 2-3 days to 2 hours
- Designed and led the implementation of numerous Go microservices and AWS Lambda functions, driving the development of innovative features within a large-scale distributed system
- Developed a comprehensive Jenkins library for organization-wide CI/CD processes, contributed an enhancement to the open-source jira-cli tool

### ● A big travel app (property booking)

SOFTWARE ENGINEER

5 months

- Worked on a core microservice responsible for serving data views

### ● A huge networking company

SOFTWARE ENGINEER

7 months

- Developed features and fixed bugs in optical fiber network modeling and optimization software

## EDUCATION

### ● Chernivtsi National University

PHD STUDIES (AI FOR QUANTUM COMPUTING) - SOFTWARE ENGINEERING

2023–2025

### ● Chernivtsi National University

MASTER'S DEGREE - COMPUTER ENGINEERING (IOT)

2021–2023

### ● University of Lodz

BACHELOR'S DEGREE ERASMUS - SOFTWARE ENGINEERING

2019

### ● Chernivtsi National University

BACHELOR'S DEGREE - SOFTWARE ENGINEERING

2017–2021

## SKILLS

Go	Distributed systems design	Monitoring and Observability
Event-driven architecture	Security hardening	Performance optimization
Apache Kafka	Debezium	Kubernetes
Docker	Grafana	OpenTelemetry (OTel)
Nginx	Solr	Elasticsearch
GraphQL	SQL (MySQL, PostgreSQL, SQLite)	NoSQL (DynamoDB, Couchbase, Redis)
protobuf	gRPC	CGo
Spring Framework (Spring Web/Boot)	Linux (Debian)	RESTful APIs
ONVIF protocol	WebRTC	RTSP
Java	Hibernate	Stripe and Adyen SDKs
Bash/Python scripting	CI/CD (Azure DevOps, Jenkins, GitHub Actions)	AWS (Lambda, S3, Step Functions, EventBridge, Secrets Manager, SQS, CDK)

## LANGUAGES

English C1

## HOBBIES

Climbing	IoT projects	Sci-Fi books
Mentoring	Tech speaker	