

Vladislav Supalov

Born on: 13th of September 1988 in Istra, Russia
Address: Stockholmer Str. 32, 13359 Berlin, Germany
Mobile: +49 157 88912641
Website: vsupalov.com
E-Mail: yt@vsupalov.com
Github: github.com/vsupalov



Work Experience

- 07/2017 – present **Kubernetes Automation Consultant, Supalov Software & Services, Berlin.**
Kubernetes configuration, architecture migration, Docker container usage, containerization, workflow automation, continuous deployment (CI), continuous delivery, continuous deployment (CD), deployment pipelines for small technical teams and early-stage startups.
- 01/2016 – 06/2017 **CAO (Chief Analytics Officer) & Co-Founder, Pivii Technologies, Berlin.**
Architected and co-implemented a deep-learning based AI product, using AWS on a large scale, prototyped a Kubernetes setup able to access GPUs from Dockerized applications on the Azure platform. Among others responsible for data engineering, BI, DevOps, deployment, automation, platform & infrastructure matters, hiring, team processes, Scrum and lean methodology and agile workflows. Company backed with european EXIST scholarship, accelerated by Axel Springer Plug and Play.
- 01/2015 – 12/2015 **Data Engineering Consultant, Supalov Software & Services, Munich.**
Designing & implementing data pipelines for international clients. Speaker at european conferences, giving technical training and workshops. Focused on automation, lean infrastructure, MVP solutions, high ROI projects and workflow automation.
- 06/2014 – 12/2014 **Automation Engineer, Stylight GmbH, Munich.**
Development of data-analysis pipeline with Google BigQuery (GCE) and AWS Kinesis. Preparation, prototyping and initial migration of a large server setup to AWS. Deployment automation and DevOps. Automation of developer processes, continuous integration. Containerization of existing services using Docker. Working with multiple teams.

09/2012 – 05/2014 **Freelance Web Developer, Supalov Software & Services, Aachen/Munich.**
Building and hosting web applications with Django and Flask.

10/2011 – 10/2012 **Student Assistant, RWTH Mobile Multimedia, Aachen.**
Computer vision, GPU(CUDA), C++, Python programming.

Education

09/2011 – 09/2013 **Master Studies**, Computer Science, RWTH Aachen
Completed with distinction, named to the Dean's List
Master Thesis: "Event Based Activity Recognition in a Virtual Multiplayer Team Game". Analyzing replays of DotA2 games to learn recognizing high-level activity patterns from low-level actions.

09/2008 – 09/2011 **Bachelor Studies**, Computer Science, RWTH Aachen,
Bachelor Thesis: "Local Binary Patterns for Pedestrian Detection"

08/2005 – 07/2008 **Abitur**, Gymnasium Lechenich, Erftstadt

Programming Languages

Favourites: Python, Go

Good Friends: Bash, Rust, *SQL, Java, JavaScript, C++, C

Acquaintances: Julia, R, ...

Frameworks, Tools & Notions

Cloud Platforms: Amazon Web Services (AWS) (EC2, S3, IAM, Lambda, , ...), Google Cloud Platform (GCP), Microsoft Azure.

DevOps, Automation and Ops Tools: Docker, Kubernetes, Packer, Vagrant, Fabric, Salt, Puppet, Ansible, immutable infrastructure with troposphere & terraform, lots of services (Nginx, RabbitMQ, Redis, PostgreSQL, Gitlab, ...).

Tooling: vim, git, zsh, tmux, ...

Data: visualization goodness (d3.js), python data-analysis ecosystem (pandas, scikit-learn, ...), Jupyter, self-service BI tools and similar.

Webdev: Django, Go, Vue.js, Sass, ...

Also: IT security, Android development.

Natural Languages

Russian and German: Native.

English: Fluent.

Spanish and French: Basic.

Mandarin: Very basic.

Fun Facts

- Founded and co-founded multiple independent businesses.
- I really enjoy teaching, writing and creating educational content
read more at vsupalov.com/articles.
- Spoke at several conferences about handling data
(Big Data Universe - Budapest - 2016, DAHO.AM - 2016 - Munich, Data Natives - Berlin - 2016).
- I adore documenting processes, well written docs & READMEs.
- Developed and maintained high-rated Android applications and Chrome extensions..
- Participated in hackathons and CTFs. "RuCTF 2011" – first place w. RWTH team OldEur0pe.
- Occasionally into recreational game development.

Vladislav Supalov, Berlin the 20th of October 2017

Supalov