Ivan Egorov

Senior Software Engineer

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Summary

Software Engineer with two decades of expertise spanning system runtimes, developer infrastructure, large-scale data processing, and AI/ML applications. Proven ability to deliver high-performance, scalable systems across diverse domains. Strong proficiency in C++, Python, and systems programming—from bare metal to distributed architectures at scale.

Experience

Aug 2022 – Mar 2025
Software Engineer, *Daedalean AI*, Zürich, Switzerland
Developing autonomous piloting systems for aviation.
- Designed and developed OS drivers and image processing applications for the PilotEye visual traffic detection system.
- Built a prototype for visual obstacle detection system.
- Ported an in-house IPC technology runtime to Rust.

Nov 2019 – Jun 2022
Software Engineer, Oculus, *Facebook*, Zürich, Switzerland
Key contributor to Oculus' OS and runtime platform migration.
- Led migration to a new non-POSIX OS: implemented 'pthread' library, ported internal and third-party libraries.
- Designed an IDL and C++ codegen system for an in-house IPC framework.
- Achieved a multi-fold reduction of binary footprint of Oculus C++ logging library.

Jan 2010 – Oct 2019
Software Engineer, *Google*, Zürich, Switzerland
Contributed to Chrome, Maps, Assistant, and YouTube in SWE and SRE roles.
- Optimized Google Maps Transit for early smartphones: backend and algorithm tuning, resource forecasting, stability improvements.
- Improved latency and cost of a Maps quality evaluation pipeline.
- Boosted cache hit rate in YouTube personalization via query stream sharding.
- Built and maintained a micro-benchmarking infrastructure for Chrome.

2009 – 2010
Software Engineer, *EMC*, St. Petersburg, Russia
Worked on a performance analysis tool for large-scale storage systems. Introduced unit testing, migrated team codebase to SVN, contributed various improvements to the tool.

2007 – 2008
Compiler Intern, *Intel*, St. Petersburg, Russia
Built VLIW debugger for implementations (in emulator, FPGA, and hardware) of a custom chip architecture. Researched instruction set compaction.

Education

2004 – 2009
MSc in Software Engineering, *Saint-Petersburg State University*, St. Petersburg, Russia

Skills

Languages	C++, C, Rust, Python, Go
Systems	Runtime libraries, IPC, logging
Scale	Data pipelines, distributed systems, performance optimization
Spoken	Russian (native), English (fluent), German (intermediate)