

Andrey Sobolev

Software Engineer / Software Architect / Co-Founder

Russia

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PROFESSIONAL SUMMARY

Software Engineer and Architect with 20+ years of experience in distributed systems, business platforms, IDEs, and developer tools. Product ownership, engineering leadership, production Kubernetes, and SRE. Hands-on development in TypeScript, Go, Java, C++, and Swift.

WORK EXPERIENCE

Intabia Fusion - Co-Founder - October 2025 - Present

Develop Intabia Platform, an open team workspace: Chat, Tracker, Office, and Drive across Web, Desktop, iOS, Android, and MCP.

- Define product strategy and own product delivery, manage production Kubernetes and SRE, and resolve user incidents.
- Develop Helm charts and complex features, administer PostgreSQL, and optimize performance.
- Improve the platform with Svelte/TypeScript/Node.js, build iOS/Android clients with Go, Swift, and Kotlin, and develop Go services.
- Develop Intabia Platform as the successor to Huly.io, whose original repository reached 28k GitHub stars before the owner suspended development.

Robot Control with Robot Operating System (ROS) - March 2026 - October 2026

- Built a robot control system on Robot Operating System (ROS) using Go, Java, and React.

Huly Labs - Software Engineer / Software Architect - May 2021 - October 2025 (4 years 6 months)

Built Huly Platform, an open framework for business applications: Chat, Project Management, CRM, HRM, and ATS.

- Built the Tracker, GitHub Integration, and system and UI components used by several product teams, including Huly and TraceX.
- Owned product decisions, managed production Kubernetes and SRE, and supported a user base of 2k daily users.
- Implemented MongoDB deployment and orchestration; migrated the platform from MongoDB to PostgreSQL.
- Optimized PostgreSQL performance and developed complex features with Svelte, Node.js, Go, and Swift in a very large TypeScript repository.

Novosibirsk State University - Lecturer - 2023 - Present

Teach object-oriented programming (OOP) in C++ and Java.

Network Service Mesh - Software Engineer - October 2018 - September 2020 (2 years)

Built the core and integrations of a hybrid/multi-cloud IP service mesh for Kubernetes from scratch in Go.

- Stack: Go, gRPC, Protocol Buffers, Kubernetes, client-go, Docker, and Kustomize.
- Networking: VPP, SR-IOV, Linux netlink/netns, WireGuard, VLAN, and OVS.
- Security and observability: SPIFFE/SPIRE, OpenTelemetry, Prometheus, and Jaeger.

Xored Software Inc - Novosibirsk - September 2005 - May 2021 (15 years 9 months)

Projects for Cisco Systems, Spirent Communications, InterSystems Corporation, and British Telecom.

Principal Software Engineer - March 2013 - May 2021 (8 years 3 months)

- Designed the architecture of enterprise-class, high-performance product lines and provided technical leadership to multiple development teams.
- Led YANG-IDE and an enterprise customer product: coordinated the team, developed UI and backend, and improved performance.
- Developed InterSystems Atelier, Eclipse DLTK, and Eclipse RCPTT; built a full-featured ECL debugger.
- Led React, Meteor, and Node.js products with natural language processing (NLP); evaluated Nim, Imba, and Cycle.js.

Senior Software Engineer - September 2005 - March 2013 (7 years 7 months)

- Built the Eclipse DLTK core and IDEs for TCL, Ruby, and JavaScript as one of the initial contributors.
- Developed Q7 for Eclipse/SWT UI test automation; optimized the record/replay runtime to pass 1,500+ customer test cases.
- Built Q7 Server with a client/server/agent architecture and ECL RPC; developed the ECL command language and debugger runtime.
- Built the F4 IDE for Fantom, the RCPML XML/CSS/SVG engine, and YANG-IDE editors with EMF/GEF/GMF.

Novosoft LLC - Software Engineer - February 2004 - August 2005 (1 year 7 months)

Designed the server and client architecture of HandyPassword; built a standalone application and Internet Explorer toolbar in C++/MS COM.

OPEN SOURCE PROJECTS

gowt	Built a cross-platform GUI toolkit for Go without cgo: native AppKit, Win32, and GTK 3 widgets, with Eclipse SWT translated from Java to Go. https://github.com/haiodo/gowt
Hum1izer	Built a Go CLI that finds officialese and AI traces in prose, code comments, and commits. https://github.com/haiodo/hum1izer
Tenniarb	Built a native macOS diagram editor in Swift with a text-based document format. https://github.com/haiodo/tenniarb
OAITT	Built a GigaAM speech-to-text service with an OpenAI-compatible API in Python and Swift/MLX, 2025 - 2026. https://github.com/haiodo/oaitt
Eclipse RCPTT and DLTK	Developed the core, runtime, and IDE components of open Eclipse Foundation projects. https://eclipse.dev/rcptt, https://eclipse.dev/dltk

KEY SKILLS

TypeScript, JavaScript, Node.js, Svelte, Go, Java, C++, Swift, Kubernetes, Helm, PostgreSQL, MongoDB

EDUCATION

Novosibirsk State University

Master's Degree, Information Technologies `2005 – 2007`

Bachelor's Degree, IT `2001 – 2005`

LANGUAGES

Russian - native. English - professional working proficiency.