

Alexey Naiden

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WORK EXPERIENCE

Staff Engineer

May 2025 — Present

Cloud Linux Software

- Coordinate cross-team technical projects involving 8 engineering teams, including creating architectures and facilitating protocol and API agreements.
- Ensure the department scales horizontally (by adding new teams to existing stacks) and vertically (by increasing team throughput via automations).
- Continuously improve processes from planning and retrospectives to CI/CD build times.
- Interviewed and bootstrapped a new Python team in the department.

Lead Software Engineer

Oct 2023 — May 2025

Flo Health

- Led cross-team implementation and adoption of a product and price catalog: a multi-component system that imports detailed subscription and price info from App Store and Google Play, letting product managers set up flexible promo campaigns. Migrated off legacy hardcoded product info across multiple services.
- Architected and developed feature management infrastructure and UI to support multi-tiered subscriptions. Coordinated the migration.
- Improved build pipeline performance and deployment scripts for services in the Subscription Engine domain, cutting build and deploy times by 3-4x in most cases.

Senior Software Engineer

Apr 2023 — Sep 2023

MoneyHash

- Owned integration of MoneyHash payment platform with National Bank of Jordan's payment system, including technical communications, implementation, testing, and deployment.

Team Lead

Aug 2022 — Apr 2023

Loona

- Led the team in planning and architecture decisions for software development.
- Handled hiring, interviewing, and onboarding new team members to ensure a good fit.

MLOps Engineer

Jul 2020 — Aug 2022

Neu.ro

- Built and maintained infrastructure for data storage, processing, model training, and deployment.
- Developed and implemented processes to monitor and maintain model performance and accuracy.
- Automated deployment, scaling, and monitoring of machine learning models.
- Collaborated with data scientists and engineers to optimize models and the ML system.
- Communicated with stakeholders to understand requirements and ensure ML systems met their needs.

Senior Software Engineer

Apr 2019 — Jul 2020

Neu.ro

- Worked on microservices using the asyncio library.
- Contributed to a platform that controlled Kubernetes clusters on Azure, AWS, and GCP.
- Enabled users to run machine learning workloads, store datasets, manage data, and run auxiliary apps.
- Wrote code, designed system architecture, improved codebase and tests, and added new features.

Senior Software Engineer (Platform Security team)

Apr 2017 — Sep 2018

Apple Inc.

- Designed and implemented security solutions for macOS and iOS kernels using Objective-C, C++, and C.
- Managed application sandbox, privilege separation, and mandatory access control.
- Collaborated with cross-functional teams to design and implement security features for internal and external needs.
- Continuously monitored and improved platform security.

Senior Software Engineer (Cloud Messaging)

Apr 2017 — Sep 2018

Apple Inc.

- Worked on Apple's Cloud Messaging team, responsible for iMessage, FaceTime, and other cloud communication services.
- Designed and implemented high-performance messaging systems for iMessage, FaceTime, and push notifications (handling 200k+ messages per second at peak).
- Provided technical leadership, educated coworkers, and improved development processes.
- Reviewed and optimized the messaging systems' codebase for better performance.

Software Development Engineer II

Oct 2013 — Sep 2014

Amazon Inc.

- Developed and supported a platform and apps that processed and surfaced raw advertising data at scale on the Display Ads Analytics team.
- Managed Hadoop clusters (thousands of nodes), Oracle databases, and AWS services like Redshift, S3, RDS, SNS, and SQS.
- Worked on Java and Python apps, including GWT web apps, RPC/SOAP/REST web services, and Django websites.

Multiple positions: Developer, Sr. Developer, Team Lead

Oct 2005 — Sep 2013

Multiple Companies: DataArt, Exigen Services, ArtQ, MintMind Interactive, Evil Martians

- Omitting details of several early employers for brevity. Any details are available upon request if needed.

EDUCATION

St.Petersburg State University

MSc, Computer Science and Mathematics

St.Petersburg, Russia

Sep 2003 — Jun 2011

Stanford Center for Professional Development

Cybersecurity

Stanford, CA

Sep 2015 — Aug 2017

EXTRACURRICULAR ACTIVITIES

Patents

- Co-authored patents: Region-Specific Configuration (US20170359216A1) and Relayed Communication Channel Establishment (US15179241).

SKILLS

- **Programming Languages:** Python, JavaScript/TypeScript, HTML/CSS, Java, Bash
- **Technologies:** asyncio, PostgreSQL, AWS/GCP/Azure, LLM, UNIX, Docker/Kubernetes