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Top Skills

Machine Learning Algorithms

Cloud-Native Architecture

DSP

Languages

Russian (Native or Bilingual)

English (Full Professional)

Ukrainian (Native or Bilingual)

Spanish (Elementary)

Certifications

Unsupervised Learning,
Recommenders, Reinforcement
Learning

Supervised Machine Learning:
Regression and Classification

Advanced Learning Algorithms

English Proficiency Certificate

Andrii Gorishnii

20 Years Building High-Performance Systems Across Gaming,
Embedded, Full-Stack & Cloud
Las Vegas, Nevada, United States

Summary

I'm a systems-level software engineer and architect with 20 years
of experience building things that don't fall apart when scaled
- payment systems, audio&video streaming solutions, custom
hardware platforms deployed in millions of households, and even
games back in the day.

I enjoy solving real problems: making software faster, more reliable,
and secure while keeping teams productive and clients happy. My
background spans embedded Linux, distributed systems, AI/ML, and
modern cloud platforms like AWS and Azure.

These days, I lead solutions architecture for fintech and enterprise
clients at PwC, translating big, often undistilled business goals into
systems that actually deliver. Before that, I shipped everything from
ERP platforms for global event organizers to voice-driven gaming
systems and IoT setups.

Outside of tech, I'm a science enthusiast and endurance athlete (2x
Ironman finisher), which probably explains my obsession with long-
term, sustainable systems - both in code and in life.

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Experience

Kunai

8 years 11 months

Senior Solutions Architect
August 2023 - Present (2 years 5 months)
Las Vegas, Nevada, United States

Responsibilities:

- Conducting project discoveries and systems assessments, delivering detailed
technical solutions and project estimations for financial institutions.

- Assembling and managing cross-functional teams of engineers, data scientists, QA specialists, and DevOps professionals to implement proposed solutions.
- Leading development efforts, including creating initial project structures, building proofs of concept for critical functionalities, assigning sprint tasks, reviewing code, planning releases, and reporting progress to stakeholders.

Key Projects:
- Designed a modernization solution for one of the largest U.S. payment processing providers, unifying and streamlining event processing using Kafka.
- Led the migration of backend payment processing and card management systems from a third-party vendor to an in-house team for a major U.S. credit union, ensuring smooth transition and system reliability.

Senior Integration Engineer / Technical PM
January 2021 - July 2023 (2 years 7 months)
United States

Led a team of 12 engineers maintaining a 2M-line ERP system (Ruby on Rails and Ember.js) for a major U.S. live concert organizer.

Key Contributions:
- Ensured minimal technical debt and strong performance for over 1,000 daily users by maintaining a clean, secure, and scalable codebase.
- Established QA and delivery processes to prevent functional regressions, critical for handling financial data.
- Collaborated with business analysts to redesign and implement the application's core financial model.

Senior Software Engineer
February 2017 - December 2020 (3 years 11 months)
United States

One of the first five employees at Kunai in the U.S., working closely with the founders to deliver high-quality products and secure early client projects. Contributed to the company's growth by taking on a diverse range of technical responsibilities across Mobile, Web, and DevOps domains.

Key Contributions:
- Mobile Development: Built several mobile applications using both native and hybrid development frameworks, tailoring solutions to meet client-specific needs.

- Full-Stack Web Development: Developed web applications with Node.js-based backends and React.js-based frontends, ensuring seamless integration between components.
- DevOps: Managed deployments and infrastructure for shipped products, implementing efficient CI/CD pipelines and maintaining AWS-based environments.

Significant Projects:
- Secure Data Platform for a Leading Financial Audit Firm:
• Proposed and clarified security requirements in collaboration with the client.
• Designed and implemented the security architecture using Java SpringBoot.
• Set up deployment models in AWS and coordinated development until the platform successfully passed external penetration tests.
- ERP System for a Global Live Music Presenter:
• Led a team to stabilize and maintain legacy ASP.NET/MS SQL systems deployed in an on-premises environment, addressing critical bugs and ensuring reliability.
• Contributed to the new ERP system by clarifying product requirements and designing architecture, leveraging in-depth knowledge of the client's business processes.

This role encompassed technical leadership, hands-on development, and collaboration with clients to deliver impactful, high-quality solutions across a variety of industries.

Self-employed
Independent Software Consultant
June 2014 - January 2017 (2 years 8 months)
Ukraine

Developed and delivered over 15 mobile and web applications for clients across the US and Europe, addressing a range of technical and business requirements. Key projects included:
- Continued development and maintenance of a client application for a Norwegian music streaming company.
- Designed and developed a Video LipSync app, similar to Musical.ly.
- Took over and implemented major features for client and driver applications for a large taxi service.
- Developed a client dating application for a German company.

Collaborated with engineers on large-scale projects, refining technical expertise and building a network of professional relationships. Worked directly with clients of varying technical proficiency, ensuring clear communication and reliable delivery of functional, user-focused products.

Utilized technologies such as REST, OAuth, TCP/IP, WebSockets, Protobuf, Android BLE, iBeacon, OpenGL, and SQL to solve complex challenges across diverse domains, including streaming, transportation, and social platforms.

Trackable work history and customer reviews are available on UpWork at https://www.upwork.com/freelancers/~016b3e763713e69ab1

ADB
5 years 8 months

Engineering Team Lead
January 2011 - May 2014 (3 years 5 months)
Ukraine

Key Achievements:
- Directed efforts to identify and resolve critical performance bottlenecks across the full stack of IPTV set-top box (STB) software, resulting in significant system improvements.
- Led a team of four engineers, promoting collaboration and ensuring efficient use of individual strengths to achieve optimal team performance. Mentored Junior Engineers.

Embedded Software Engineer
October 2008 - January 2011 (2 years 4 months)

Responsibilities and Achievements:
- Designed and implemented a robust continuous integration pipeline using Ant scripts, reducing release cycles from months to weeks and ensuring consistent build quality.
- Optimized system boot time by partitioning software images into blocks for parallel decryption, significantly reducing startup time.
- Improved the IPTV platform's network stack performance by introducing custom kernel modifications and direct memory access techniques, reducing latency sometimes up to 50%.
- Enhanced channel switching speeds to sub-1-second by tuning AV synchronization algorithms for faster video rendering.

- Developed and maintained a proprietary 3D graphics driver for Broadcom SoCs, enabling OpenGL ES support. This driver was successfully demonstrated at CES 2009 as part of a next-generation IPTV platform.
- Integrated the full software stack for IPTV set-top boxes, ensuring seamless operation across middleware, security, and media processing components.

4A Games
AI Software Engineer
December 2007 - August 2008 (9 months)

Worked with the team behind the S.T.A.L.K.E.R. game, honing skills in performance optimization and design patterns as I contributed to Metro 2033.

Developed NPC's AI using Behavior Trees, Decision Trees, and Fuzzy Logic.

Extended game editor functionality, implemented dynamic animations with inverse kinematics, and refactored 3D engine audio systems.

Program-Ace
Software Engineer
September 2006 - November 2007 (1 year 3 months)

Joined the company as a Junior Software Engineer and quickly took on sole responsibility for designing and developing multiplayer casual games for clients in Europe and the US.

Developed desktop applications with rich 2D graphics and managed the full deployment cycle on the customer side. Additionally, addressed client feedback and resolved bugs to ensure application stability and user satisfaction.

Contributed both as a solo engineer and as part of a team on larger, more complex projects.

Projects and Achievements:
- "Management Game": Designed and developed a multiplayer economic simulation game for the Norwegian School of Economics and Business Administration. Key features included client-to-client network communication, scripted NPC behavior, full saving and restoration of game sessions, and the ability to roll back an arbitrary number of turns.

- "Gazillionaire III": Developed and maintained a single-player economic strategy game. Established an efficient development pipeline, enabling the client to customize the game's user interface with ease.
- "GameZilla" Online Game Portal: Implemented and maintained the client-side desktop application. Took over the project in an incomplete state, quickly completed pending network functionality, and introduced new graphics and gameplay features within a short timeframe.

Education

Louisiana State University

Bachelor of Science - BS, Biology, General · (October 2024 - May 2027)

Nacional'nij Tehnicnij Universytet 'Kharkivskij Polytehnicnij Institut'

Bachelor of Science - BS, Computer Science · (2007 - 2010)

Kharkiv Patent Computer College

Associate of Science - AS, Computer Science · (2003 - 2007)