

Nikolay Alexandrov

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Current role	Quantitative Developer at Coremont
Experience	Fintech
Technologies	SQL, React, AWS, Python, C#, .NET, Kafka, Docker, Laravel, Zendesk, Elixir, PHP, JavaScript, Vue.js, Wordpress

At work I'm best at...

adapting and keeping momentum, handling CI and infra, giving precise estimates, talking to users and leads, planning, writing pragmatic, maintainable code, documenting, and going to prod

Work experience

Quantitative Developer, Coremont 🏢

Oct 2021 – Present (2y 11m)

Front and back office support for portfolio managers.
Fintech

SQL React AWS Python C# .NET Kafka

- Worked on various components of the PMS, including trades, data, compute, observability, and public APIs.
- Developed a trade integration engine using streaming technologies, achieving 50x faster trade delivery.
- Designed and implemented incremental improvements to a legacy workflow management system to meet key business goals.
- Developed a data quality monitoring framework, reducing data inconsistencies and support queries by 80% in three months.
- Created a self-serve reporting product, cutting operational expenses by \$1 million and resolving 99% of support inquiries.

Software Developer, Patchworks 🏢

Jun 2021 – Oct 2021 (4m)

Docker Laravel Zendesk

- Provided reliable solutions tailored to address unique customer needs.
- Established trust as a technical advisor through proactive communication.
- Conducted in-depth research for accurate and effective issue resolutions.

Software Developer, QMee 🏢

Jun 2019 – Aug 2019 (2m)

Python Elixir

- Conducted extensive research and analysis to identify areas for improvement in the proprietary matching engine, increasing survey acceptance by 7%.

Management consultancy

PHP

JavaScript

Vue.js

Wordpress

Laravel

- Contributed to the creation of a robust judging platform for a high-volume competition at a leading architecture magazine, managing the successful review and evaluation of over 10,000 submissions.
- Provided consistent, reliable maintenance and support for various client projects, ensuring optimal performance and minimizing downtime.
- Implemented an in-house scheduling platform for off-site events, enabling better resource management.

Education

University of Bristol

Sep 2017 – Jun 2021 (3y 9m)

MEng (2.1) Computer Science

- Led a team that created the winning game in the annual Games Project.
- Co-authored a paper that was published at an international, peer-reviewed conference.
- As part of a university module, we developed a software product for an external stakeholder. Following the completion of the module, I was hired by the stakeholder to improve the project over the summer.

More about me

I want to work for a company that...

views itself as an evolving system: improves processes, plans projects, evaluates outcomes, supports pairing, values precision and looks for bottlenecks

The coolest side project I've built is...

an app that charges me for not committing code to github.

Languages

English, Russian

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Interests

rock climbing, how to center a div in css, cooking, running, economics, terminal UIs