

# Yaroslav Antipov

SOFTWARE ENGINEER · DEVELOPER

📍 Mersin, Turkey

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## Experience

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### Software Engineer

Remote

NUTRILINKER, DR. ELENA BELYAEVA

2024 - 2025

- Full-stack development of Nutrilinker - a platform for meal planning with advanced doctor-to-client connection.
- First iteration:
  - PHP Laravel backend
  - PostgreSQL database
  - React.js frontend using Laravel Inertia
- Second iteration:
  - Rust Actix backend
  - PostgreSQL/SQLite database using Diesel ORM
  - React.js frontend
  - Available as both web and desktop app
- Deployment on a server running Ubuntu with Docker, Nginx for HTTPS

### Embedded Software Engineer

Ivanovo, Russia

SCIENTIST GROUP IN IVANOVO

2021 - 2022

- Embedded software development and rapid hardware prototyping.
- Tech stack:
  - Arduino Uno (for prototyping), ESP32 microcontrollers
  - Multiple devices: sensors, displays, etc.
  - C++ for embedded programming
- Magaged complex asynchronous measurement workflows with feedback loops
- Automated analyzis of the data, both on the microcontroller for quick result and on PC for better prezision and plotting
- Made changes in the hardware on request for quicker development cycles, eleminating unnecessary meetings

## Projects

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🌐 WASDetchan/bight.nvim

### Bight - TUI spreadsheet

🌐 WASDetchan/bight

September 2025 - Present

- Designed and implemented a spreadsheet engine in Rust
  - Generic Table API to allow using bight as a general-purpose table engine
  - Asynchronous parallel Lua formula evaluation using Tokio and mlua with dependency tracking for preventing deadlocks
  - Multiple file format export and import support
  - Simple, but powerfull plotting system, that uses plotters-rs to plot data from the tables
  - Extensive public API documentation
- Implemented bight.nvim - a neovim plugin for bight
  - Written in Rust using nvim-oxi nvim API bindings
  - Powerful Lua API bindings for most of bight's features
  - Vim commands for quick preview plotting

### Personal website

🌐 WASDetchan/wasdetchan-online

2026 - Present

Tech stack:

- Website:
  - Go + teml
  - HTML, CSS
  - No database

- Deployment
  - Ubuntu VPS
  - Docker with docker compose
  - Caddy for HTTPS
  - Xray for advanced routing and proxying




## Meteor Crusher game

 WASDetchan/space\_shuttle

2020 - 2021

- Custom game engine built up from pygame (SLD2 bindings for python)
- Heavy usage of OOP patterns for easier development

## Contributions to other open source projects

-  XTLS/Xray-core
-  mlua-rs/mlua
-  matheus-git/logcast

## Skills

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### Programming Languages

Rust, Go, C/C++, JavaScript/TypeScript, Python, PHP

### Related skills

Git, GitHub, Linux (server and desktop, arch btw), Docker, Competitive programming (Expert on Codeforces), XTLS Xray, Arduino/ESP32, Vulkan

### Spoken Languages

English (B2), Russian, Italian (A1)

### Programs

Excel, Neovim, Word, Powerpoint, Visual Studio Code, IntelliJ IDEA

### Other skills

Theoretical physics and data analysis for physics, Typst, LaTeX, Theoretical economics, Tangerine taxidermy

## Education

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### Phystech Lyceum named after P. L. Kapitsa

Dolgoprudny, Russia

PHYSICS AND MATH PROFILE

2022 - 2026

- Advanced physics and math
- Competitive programming