

IVAN FEKETE

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SUMMARY

Software Engineer with 7+ years of experience building high-performance backend infrastructure at scale: 40x throughput improvements, large-scale systems serving 20M DAU, and ML libraries outperforming industry alternatives by 40%. ICPC World Finalist with a strong foundation in algorithms, data structures, and competitive programming.

EXPERIENCE

Snap Inc. — *Software Engineer* Santa Monica, CA | February 2024 – July 2026

- Designed and developed a matchmaking service for microservices-based real-time multiplayer games serving 20M DAU worldwide, enabling global player matching beyond the social graph.
- Increased real-time messaging throughput 40x from 250 messages per 5 seconds to 10K+, improved rate limiting and joining flow for Connected Lenses on Spectacles; led to a patent application; showcased at Snap Partner Summit 2024.
- Saved \$250K annually in cloud costs by optimizing existing multiplayer games monitoring, introducing heartbeat presence checks, migrating services, and cron jobs.
- Productionized Lens Studio CLI Service on AWS EC2 macOS instances, enabling 440K+ lens creations annually: reduced build cadence 12x, optimized fleet configuration.
- Led development of the notification update system for Cloud Storage, including a subscription system and Pub/Sub-based notification broadcasting; capable of serving 10K+ concurrent users with 200ms median latency.
- Released internal Polling RPC APIs for second-party developers by developing an allowlisting and authorization layer and shipping a custom integration module, generating \$130K in direct revenue.

Amazon — *Software Development Engineer* Amsterdam, Netherlands | November 2021 – November 2023

- Designed and built an ML conversion library for ONNX-based models with embedded C++ and SIMD-level optimizations, achieving a 40% performance improvement over external alternatives.
- Integrated motion detection ML models for Ring Indoor Cam, Stickup Cam Pro, and Spotlight Cam Pro (1.5M sales combined), including business logic development, model porting, and feature rollout.
- Built an AWS-hosted auto-documenting service for ML model integration that streamlined embedding and maintenance of computer vision algorithms across multiple product lines.

Snap Inc. — *AR Engineer* Odesa, Ukraine | August 2019 – November 2021

- Shipped 10+ original AR experiences for Snap Spectacles reaching 250K+ global Lens creators; led to two patents.
- Designed foundational AR templates using real-time multiplayer, LiDAR, and point cloud technologies; established architectural patterns for synchronous experiences adopted across internal projects and sponsored campaigns.

HONORS & AWARDS

ICPC World Finalist (2024) · 2nd Place, ICPC Southeastern Europe Regionals (2022) · 2nd Award, Ukrainian Olympiad in Informatics (2016–2017)

EDUCATION

Uzhhorod National University — M.S. in Computer Science | September 2021 – December 2022

Taras Shevchenko National University of Kyiv — B.S. in Computer Science | September 2017 – June 2021

SKILLS

Languages: C++, Go, Python, TypeScript, JavaScript, Java, SQL

Systems & Infrastructure: Distributed Systems, Low-Latency Systems, Microservices, gRPC, Protobuf, Pub/Sub, Docker, Kubernetes, Terraform, AWS, GCP, Spanner, DynamoDB, Redis, Linux, Git, CI/CD

Performance & ML: Algorithms & Data Structures, OOP, Embedded C++, SIMD, Multithreading, ML Model Integration

CONTRIBUTIONS & ACTIVITIES

Jury member & problem setter for Ukrainian OI, CodeChef, and HackerRank; algorithmic schools lecturer (2017-2019)