

ILLIA POGODIN

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Distributed Systems & Platform Engineer — 15+ years building infrastructure that operates at the scale that matters: AI-training fleet optimization at Meta, RCS backend serving 1.6B users at Google, enterprise GraphQL platforms at Salesforce. Expert at translating systems complexity into measurable business outcomes.

WORK EXPERIENCE

Meta · L5 Software Engineer 2025 – Present

Tupperware Allocator — Meta's internal Kubernetes-like fleet allocation and placement platform

- Drove fleet-rebalancing strategy for Meta's large-scale compute allocator, improving AI-training placement efficiency and contributing to \$700K+ cost reduction in 2026 with multi-million-dollar annualized potential.
- Optimized non-guaranteed capacity allocation across Meta's fleet, preventing ~25K task interruptions/hr for high-memory, multi-core workloads averaging ~55 GB RAM and 16 physical CPU cores.
- Improved allocator reliability by introducing production observability, placement diagnostics, and interruption-analysis workflows that surfaced fleet-level inefficiencies early, before broad AI-training workload escalation.
- Built debugging and diagnostics workflows adopted by on-call engineers, reducing time-to-diagnosis for placement and interruption issues affecting high-value AI workloads.
- Created a recurring operational review forum that standardized incident analysis and on-call practices across the team, reducing repeated investigation effort and improving execution consistency.

Google · Senior Software Engineer (TVC) 2024

Google Messages backend — RCS infrastructure serving 1.6B active users

- Designed and delivered lawful-intercept integration for RCS messaging in partnership with legal and backend infrastructure teams, supporting compliance-sensitive production flows.
- Delivered backend optimization for the onboarding of ~300M Apple users into Google's RCS infrastructure, improving cross-platform integration readiness at scale.
- Identified and resolved edge-case implementation flaws in RCS backend flows; simplified integration paths, improving reliability during large-scale customer onboarding.

Salesforce · Senior Member of Technical Staff 2019 – 2023

- Architected and delivered GraphQL API platform capabilities for enterprise customers including Airbnb and Bank of America; designed a modular extension system enabling internal teams to inject custom functionality and revenue-generating filters.
- Established testing, monitoring, and release standards for REST and GraphQL APIs; served as security champion and technical mentor across 15–25 engineers, raising delivery quality for customer-facing platform APIs.
- Redesigned company-wide phishing-training infrastructure, eliminating critical security gaps and saving ~200 engineering hours/year through process and platform improvements.
- Delivered environment-synchronization incident-handling capability, improving operational efficiency for mission-critical customer teams.

Wargaming · Senior Software Development Engineer 2018 – 2019

- Rebuilt promotion engine, business-object validation engine, pricing configurability, operation-log storage, and product-definition database structures for Wargaming's game platform.

IGT · Software Development Engineer III 2016 – 2018

- Designed low-latency, high-throughput microservices; redesigned a key platform service, reducing latency by 10×.
- Migrated OSGI monolith modules to a unified Scala version; delivered a company-wide metrics library.

PRIOR EXPERIENCE (2010 – 2016)

Deutsche Bank: Optimized large investment fund platform (+20% execution speed); led SVN→Git migration reducing dev→QA cycle by 10%.

Belleron: Designed Storm-based distributed anti-fraud computation for a major bank, including a bank emulator for load and functional testing.

Alertme / Ocado / E-Motion: High-throughput REST API for smart home startup; time management module for Ocado; UI rework reducing backend calls 2.5×.

TECHNICAL SKILLS

Languages & Stack: Java, Scala; Spring, Kafka, Hibernate, Liquibase, JPA, JDBC · PostgreSQL, MySQL, MongoDB, Redis

Engineering: Distributed Systems, Platform Architecture, Fleet Allocation, Capacity Optimization, Observability, Reliability, API Design, TDD, Scrum, Monitoring, Profiling, Design Patterns

EDUCATION

M.S. Applied Mathematics · National University of Ukraine, Faculty of Cybernetics, Kyiv