

Pete Pavlovski

AI Infrastructure Engineer

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SUMMARY

AI Infrastructure Engineer with 7+ years building high-performance distributed systems in Rust. Specialized in production infrastructure for AI/data platforms: scalable backend services, real-time data pipelines, and fault-tolerant distributed protocols. Track record designing systems handling millions of messages across global node networks. Background in finance brings systematic thinking and precision to complex system design. Remote-first with experience across distributed global teams.

TECHNICAL SKILLS

Languages: Rust (primary), Python, TypeScript/JavaScript, Kotlin

AI/Data Infrastructure: Data Pipelines, Model Serving, ONNX, Vector Databases, Feature Engineering, ETL

Rust Ecosystem: Tokio, Actix-web, libp2p, Polars, Serde, tch-rs, Yew.rs

Distributed Systems: P2P Protocols, Message Queues, Gossip Networks, Consensus, Event-Driven Architecture

Infrastructure: AWS, Docker, Kubernetes, CI/CD, Microservices, PostgreSQL, RabbitMQ

EXPERIENCE

Fathom.io Current

Apr 2025 - Present (10 months)

AI Infrastructure Engineer

Remote, UAE

- Building scalable Rust backend systems for high-performance AI-driven data platforms
- Collaborating cross-functionally with product, design, and engineering to shape requirements
- Refactoring and optimizing systems to boost performance and maintainability

GraphOps

Jul 2022 - Apr 2025 (2 years 10 months)

Senior Rust Engineer

Remote

- Designed and built distributed P2P messaging protocol using Rust, Waku, and libp2p
- Developed high-performance Rust backend services handling millions of messages
- Built yew.rs frontend application for developer tooling
- Core developer on critical infrastructure serving global distributed nodes

The Graph

Mar 2021 - Jul 2024 (3 years 5 months)

Rust Engineer & Developer Advocate

Remote

- Created Matchstick, the first comprehensive testing framework for subgraphs (Rust, AssemblyScript, WebAssembly) — now the de facto standard adopted by major protocols

- Technical Teacher and Community Advocate, educating developers on data indexing infrastructure

Kraken Digital Asset Exchange

Dec 2021 - Jul 2022 (8 months)

Rust Engineer

Remote

- Built developer tools for HTTP API testing infrastructure at exchange scale
- Improved testing infrastructure reliability for high-frequency trading systems

OVO Energy

Jan 2020 - Mar 2021 (1 year 3 months)

Full Stack Engineer

Remote, UK

- Maintained microservices-based Kotlin backend (Quarkus) for real-time scheduling system
- Built Flutter mobile app and React web application from scratch

WeiChain

Jan 2019 - Jan 2020 (1 year 1 month)

Junior Software Engineer

Sofia, Bulgaria

- Developed smart contracts on Ethereum and Aeternity blockchains
- Built and deployed decentralized exchange to mainnet

KEY PROJECTS

Graphcast (*Rust, libp2p, Waku*) — Distributed P2P protocol for The Graph ecosystem. Designed fault-tolerant gossip network handling millions of messages across globally distributed nodes.

github.com/graphops/graphcast-sdk

Matchstick (*Rust, AssemblyScript, WebAssembly*) — First comprehensive testing framework for subgraphs. Industry standard adopted by major DeFi protocols. github.com/LimeChain/matchstick

EDUCATION

Software University (SoftUni) — Computer Software Engineering (2017–2020)

University of National and World Economy — Bachelor's in Finance (2017–2021)

COMMUNITY & OPEN SOURCE

Active contributor to the Rust ecosystem. Graph Advocate (2021–2024) serving as Technical Teacher and Community Care Advocate. Building and maintaining open-source developer tools.