

SUKHROB TOKHIROV

Java Software Engineer · Spring Boot · Distributed Systems · Go

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Summary

Java software engineer with 4+ years building distributed systems, microservices, and high-performance data platforms. Deep expertise in Java, Spring Boot, Oracle, and PostgreSQL, with production experience across AWS, Docker, and Kubernetes. Track record of optimizing large-scale data processing with Oracle and Cassandra. Active open-source contributor in the Spring AI and CatBoost ecosystems.

Skills

lang

frameworks

data

infra

arch

Java, Go, Python, JavaScript

Spring Boot, Spring (Data, Security, Cloud), Hibernate, JPA, REST, Microservices

PostgreSQL, Oracle, Cassandra, Redis, Kafka, RabbitMQ

Linux, Kubernetes, AWS, Terraform, CI/CD (GitLab, GitHub Actions)

Distributed Systems, System Design, Machine Learning, Computer Vision

Projects

CrackedJava

Senior Java interview-prep platform

crackedjava.com

- Built a custom code-execution engine in Go with isolate sandboxing for secure, resource-limited execution of untrusted Java across multiple JDKs (17 / 21 / 25) — sub-300 ms cold starts with SSE result streaming.
- Deployed the full stack on a single VPS — Spring Boot auth (JWT, PostgreSQL), a Cloudflare Worker edge proxy, and a Vite SPA playground — with end-to-end sandbox isolation verified.

2D Vector Graphics Engine

CPU rasterizer library, stdlib-only Go

github.com/stohirov

- Built a 2D CPU rasterizer from scratch in Go — stdlib-only, hand-rolling the geometry, adaptive Bézier flattening, and scanline fill/stroke math with analytic antialiasing and zero external dependencies.
- Architected in phases toward an interactive engine: PNG rasterization → SVG export → real-time windowed rendering (Ebiten), designed to grow into a GPU-backed pipeline.

Experience

Datacurve (Shipd)

Contract Software Engineer

Remote · Jul 2026 – Present

- Author verifiable coding benchmarks used to evaluate AI coding agents against production Java, Go, and Python repositories.
- Research live codebases to identify unimplemented features, then write specifications, hermetic containerized test suites, and reference implementations.
- Design test contracts strict enough to prevent gaming yet precise enough that agent failures are legitimate; validate task difficulty against live agent rollouts.

StreetPark Systems

Software Engineer

Tashkent · Apr 2026 – Present

- Building and scaling the core parking-management platform — serving 400K+ monthly users in its first year.
- Trained two computer-vision models from scratch in Python — a license-plate detector and a face recognizer — and deployed them to production at 98%+ detection accuracy, ~120 ms/frame, cutting manual ticketing by 70%.
- Built the payment pipeline processing 10M+ transactions monthly across the platform.
- Architected the microservices infrastructure — 30+ services on Kubernetes at 99.9% uptime — and drove decisions on system design, stack, and DevOps.

ELEC Romania

Software Engineer

Remote · Jun 2025 – Present

- Engineer on a ride-hailing platform (Uber / Yandex Go style) — geospatial matching, pricing, and payments.
- Designed an H3-based driver-matching engine — p95 match latency under 150 ms with 25% better nearby-driver accuracy.
- Built a real-time Redis-backed surge-pricing system and Stripe Connect driver payouts.
- Engineered the stateless auth layer (JWT + Redis sessions) — p99 logins under 500 ms while sustaining 3,000 req/s peaks at 99.95% availability.
- Deployed 40+ microservices to AWS EKS with 90%+ test coverage.

	Kommo Software Engineer Tashkent · Sep 2024 – Jun 2025 • Led the WhatsApp Cloud API team (team of 5) delivering new platform features to 50K+ active accounts. • Cut API response times by 30% through query optimization and Redis caching. • Implemented new features for integrations such as NVOip, Google Docs/Sheets, and Stripe.
	ECMA Software Engineer Tashkent · Sep 2022 – Sep 2024 • Built a programming-education platform serving 10K+ students. • Built LMS platforms and CRM integrations (AmoCRM, Bitrix24) — automating onboarding for 20+ B2B clients.
Open Source	• <code>spring-ai</code> — Contributed fixes and improvements and provided design input toward upcoming milestones. • <code>jprq</code> — Contributed to the core of an open-source ngrok alternative in Go: fixed a data race on shared tunnel maps (per-connection goroutines mutating the <code>Jprq</code> struct without synchronization), added CNAME/IP verification at tunnel creation, and corrected prefix-trimming (<code>TrimPrefix</code> vs <code>TrimLeft</code>). • <code>catboost</code> — Authored a PMML exporter fix so each tree's <code>MiningSchema</code> lists only the features it uses, cutting exported model size ~27% on a 100-feature model (savings grow with feature count); also fixed a one-hot crash in <code>fit --model-format PMML</code>. • <code>spring-ai-session</code> — Authored a <code>MessageFilter</code> abstraction letting applications control which message types get persisted to session memory (Spring AI conversation-memory library).
Awards	1st Place PDP University Competitive Programming Contest Tashkent • Placed first in a timed algorithmic problem-solving contest (Codeforces-style) among university participants. Finalist x2 GDG “Build with AI” Hackathon Tashkent • AI exam-prep platform for the national certification process: students take a mock exam, then AI analyzes their performance and generates a personalized study roadmap. Fine-tuned a Qwen model to analyze candidate behavior during mock exams, with Claude and Gemini APIs powering scoring and roadmap generation on a Python (FastAPI) backend. • Mobile cybersecurity analyzer that inspects social-media notifications and alerts users to scam and fraud threats. Built a Python (FastAPI) backend with Celery workers to crawl domains and social accounts, flagging suspicious registrars for Uzbekistan's Cyber Security Department; Flutter mobile app with on-device ML for fraud detection. Led to interview invitations from Uzbekistan's Cyber Security Department and SQB Bank.
Education	BS, Computer Science PDP University, Tashkent · incl. Pearson BTEC HND (Computing) Feb 2023 – Jul 2026 Java Backend Development PDP Academy, Tashkent Nov 2021 – Aug 2022
Interests	Volleyball · Skiing · Table Tennis · Vlogging