Arseni Dmitriev

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Engineering Manager · VR Video & Media Pipelines

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Summary

At DeoVR I lead a small team responsible for the content pipeline that handles around 1,200 videos a week, and for the internal tools around it. I've been building software since 2010: started in design, spent most of my career on frontend, and over time added backend, services and platform work. JavaScript and Vue.js by background, Go and media automation now.

Skills

Product & Delivery	Product discovery, workflow design, planning and delivery, team leadership
Frontend	JavaScript (ES6+), Vue.js, Nuxt.js, HTML, CSS, design systems
Platform & Backend	Go, PHP (Yaf), Python, REST APIs, legacy integrations
Media & Infrastructure	AWS (S3, Elastic Transcoder), video pipelines, Kafka, MongoDB, ML integrations
Languages	English — B2, Russian — Native

Work experience

Engineering Manager Infomediji / DeoVR — Apr 2025 – Present

- Integrated AI video annotation into the content pipeline for automatic trailers, content tags, and timestamped action timelines. Built the legacy-side integration with the Go ML core, coordinated delivery, validated outputs, and added ML issues and product improvements to the backlog.
- Introduced 6DoF VR as a new content format and took it through the whole path: multipart upload, moderation, publishing.
- Own product and engineering for moderation and compliance tools used daily by a 10-person team. After workshops with both groups, split a shared admin page into role-specific workflows and brought the most common actions onto one screen.
- Redesigned the transcoding ladders across two products after analyzing real resolution usage and tracing how the legacy generation code worked. Removed unused tiers, implemented the new generation logic, and rolled it out without disrupting existing playback. This took load off both the pipeline and storage.
- Lead three engineers and one QA: hiring interviews, regular 1:1s, code review. Onboarded six people across backend and QA, mostly by making a large legacy codebase legible: how it actually works, where to look, what not to touch. Moved the team to two-week sprints with capacity-based planning and retros with an owner for every follow-up.

Content Management Team Lead Infomediji / DeoVR — Feb 2024 – Mar 2025

- Led product and frontend delivery for an internal CMS used daily by six moderators. Owned the frontend architecture and ran a three-engineer backend team on APIs and legacy integrations.
- Designed and built a validated multi-step upload flow covering file upload, metadata, and submission.
- Wrote a detector for broken preview atlases that screened about 90,000 scenes and flagged around 700 candidates. Reviewed the results and regenerated confirmed failures.

Senior Frontend Developer Infomediji — Mar 2017 – Jan 2024

- Led a full redesign and frontend rebuild of a flagship product, replacing its legacy UI and creating the first version of CUMO as the foundation for the new design. Later co-developed CUMO into the company's shared UI framework and design system, used across 5+ products.
- As part of the rebuild, improved technical SEO and Core Web Vitals through semantic markup, asset minification, lazy loading, and image conversion and compression.
- Built a cross-project operations dashboard that brings pipeline metrics into one place and flags upload and transcoding failures before support hears about them.

Product Designer / Frontend Developer Independent / dmitrievstudio.com — 2010 – 2017

- Co-founded kotiko.by, an online pet-supplies store, and built it end to end: product design, frontend, launch, SEO and day-to-day operations.
- Designed and developed a CRM for MilkyClub, web projects for Grigory Yavlinsky's Russian presidential campaign, and Losko Magazine.

Education

Belarusian State University · Bachelor's Degree, Physics & Electronics · 2012