Anton Kulikov

Full-stack engineer passionate about quality software
and engineering efficiency

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Skills

Languages — JavaScript, TypeScript, C/C++, Python, Java, Rust, SQL
APIs/Libraries/Frameworks —React, React Native, Svelte, GraphQL, Apollo, Graphene, Django, Docker, Celery, Node.js, Apollo, d3, WebGL, OpenGL, Unreal, Unity
Other skills — AWS (CI, container orchestration, SRE), testing, API design, shader design, computer graphics

Career Timeline

Modern Animal
Senior Software Engineer

Summer 2019—Spring 2024

Joined this veterinary care startup in its seed stage and helped it grow into a multi-state network of 30 hospitals connected by shared information infrastructure. Worked in a multidisciplinary capacity across the entire tech stack and suite of internal and client-facing apps.

- Part of the core team that created a full medical record-keeping system, integrating: billing, laboratory work, medical records, and staffing data.
- Iteratively developed backend architecture for a growing company with rapidly evolving concerns
- Designed API integrations with multiple vendors, including lab work tracking and real time display of patient data in clinics
- Set down standards for API shape, backend architecture and front-end design systems
- Guided engineering efficiency projects and mentored multiple generations of engineers

Jet Propulsion Laboratory
Software Engineer III

Fall 2015 - Summer 2019

Senior engineer working on novel web-based and native visualization tools. Acted as member of the core visualization team developing a WASM 3d engine, and as researcher and lead on projects in other disciplines.

- Core developer of the flagship NASA space data visualization suite: https://eyes.nasa.gov/
- Lead developer of a cybersecurity dashboard and tool set
- Researcher on a 3d mapping project for tracking first responders
- Created a CMS for presenting scientific data in-situ in a 3d visualization

Projects: Eyes on the Earth, Eyes on the Solar System, Eyes on Exoplanets, Experience Curiosity, Experience Insight

Two-N Inc.
Software Developer

Spring 2014 - Fall 2015

Member of a small company of visualization designers and engineers producing prestige visualizations for a variety of business clients with a modern front-end tool set.

- Core developer of a free-form data charting suite for Bloomberg
- Set down best practices for geospatial visualization and developed map making tools
- Developed several web-based visualization applications for a variety of clients

Jet Propulsion Laboratory
Software Engineer I

Winter 2007 - Fall 2013

3D-graphics engineer with a strong focus on cartography, working as part of an initiative to find novel ways to display space mission data.

- Led development of an extensive earth science data visualization toolkit
- Worked with multiple space missions to create real-time mapping pipelines from their data feeds
- Developed a spatial visualization of hurricanes that interpolated data from multiple spacecraft
- Designed tools for generating complex visual effects systems: physically responsive comet tails, atmospheric scattering, and etc
- Developed several smaller native and web based 3d applications

UCSC Computer Science Department
Tutor

2007

Taught a class on developing novel 3D mapping and data visualization techniques.

UC Atlas of Global Inequality
Software Engineer

2005 - 2007

Front and back end engineer for a sociological mapping project.

Education

University of California, Santa Cruz
B.A. Computer Science, 2007

Honors

Creative Arts Emmy: Outstanding Interactive Program - Experience InSight, 2019
Major Space Act Award, 2017
Group Achievement Award - Eyes on the Solar System, 2013
Group Achievement Award - Eyes on the Solar System, 2011
Group Achievement Award - Eyes on the Earth, 2010
NASA ICB Software Award, 2012
NASA ICB Software Award, 2011