IVAN KRUSHKOV

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GitHub Portfolio: https://github.com/Piperapk

SOFTWARE SKILLS

- C++, Javascript, VUE.js, Nativescript, Google Firebase, Node.js, HTML, CSS, C#
- Jira, Trello, Asana, Microsoft Project, Microsoft Visio, Microsoft Office, Adobe Photoshop

RELEVANT SKILLS

Programming skills and experience:
- Designed, built and delivered a full-stack cross-platform mobile app in 6 months. Extensive usage and knowledge gained of Javascript, Vue.js, CSS and Google Firebase for authentication, NoSQL database and dynamic user storage. Code available here: https://github.com/Piperapk/AdventureTimeShare and the app is available on the Play Store here: https://play.google.com/store/apps/details?id=com.adventuretime.test1
- Writing in C++ a near-container mathematical matrix class with support for simple matrix operations. https://github.com/Piperapk/Matrix
- Foundational C# used in learning Unity and exploring game programming.

Software development practices:
- End-user feedback plays a major role throughout my mobile app development. Each version going through video recording tests for usability. Feedback is evaluated and implemented.
- In Scudamore's, using JIRA, I am working with the company's web developer to deploy, debug and test new versions of our in-house e-commerce platform and clients' private web portal.
- For my mobile app, I am maintaining and actively using a full Scrum board, utilizing a Git repository for version control and applying step-by-step testing on both physical and virtual devices to deliver iterative customer experience.

Communication and collaboration:
- In my current position, I am working directly with external clients on aligning both sides software needs. Bringing those to life along with our external IT consultant and internal developer.
- Within Scudamore's, established better communication between departments by designing an in-house customer reservation information website and along with the internal web developers deploying it to both departments.

Responsibility and Leadership:
- At Scudamore's, recognised the need for dynamic e-commerce pricing. Designing the processes that will deliver it. Also, identified gaps in the Cambridge market for a client-side portal for sales through partner stores – subsequently designing it and with our developer's help building it. It is deployed to more than 12 clients in Cambridge and growing.
- Led, supported and delivered a project for a web-based dynamic asset management system for Scudamore's. Resulting in a successful pivot to the company business model with major positive impact across departments and revenue.
- Leveraged my knowledge to identify a weakness in Scudamore's practices of booking customers during COVID. Moved all processes on the web by designing a new slot reservation system built by our developer.

EDUCATION

2008 – 2011	**Anglia Ruskin University** *BA (Hons) Computer Games and Visual Effects (2:1, Major Project: A, Final year showreel: A)* • Technical subjects: Matte Painting, 3D Modelling, 2D Compositing • Other subjects studied: Film Grammar, Contemporary Film and Video Game Design
2019 Aug	**Econsultancy - Digital Leadership** • Learning to drive digital change in my organisation through best-practice methodologies in project management and through data-driven decision making.
2020 Sep – Nov	**Cranfield University – Essential Management Executive Programme** • Developed a deeper understanding of the core elements of management for SME businesses. With a focus on addressing strategy, marketing, finance, human resources and personal effectiveness.

PROFESSIONAL EXPERIENCE

2016 Sep - current **Scudamore's Punting Company Ltd.** – Commercial Manager and Business Development
• Working across departments to implement technology solutions to increase performance.
• Identifying and developing new commercial opportunities, company products and processes.
• Managing and maintaining national and international client relationship with trade partners.
• Managing and overseeing the company's brand and marketing team.

2015 Jun – 2016 Oct **Scudamore's Punting Company Ltd. -** *Accounts Receivable / Financial re-structuring*
• I was brought in to help and lead a company-wide financial restructuring project.

2012 Jan – 2015 Jun **Freelance Visual Effects and Photography / Coaching** (Cambridge)
• Coaching students in one-off sessions in Visual Effects, Graphic Design, Photography and Illustration

2010 – 2012 Jan **Envato Pty Ltd. -** *Freelance Training Author* (Cambridge)
• Creating educational tutorial training series for Visualisation, Visual Effects, Game engines
• Software taught: Nuke, Unreal Engine, Autodesk Maya

INTERESTS

Technology:
• Highly interested in current and upcoming trends in personal computing and software. Following closely start-ups and industry leaders.
• Building and maintaining personal computers and engaged in exploring IoT automation and its future development.

Art:
• Photography: an avid landscape photographer since 2006. Currently exploring minimalist and airy compositions.
• Film: Interest in film grammar and its use. Writing expansive reviews on films.

REFEREES

Provided on request