

# ALES GUZIK

+375 29 575-1103 ◊ me@aguzik.net  
Lopatina st. 3-89 ◊ Minsk, Belarus 220125

## EDUCATION

---

<b>Belarusian State University of Informatics and Radioelectronics, Minsk</b> Faculty of Computer Systems and Networks M.S. in Computer Science & Software Engineering	<i>July 2013</i>
<b>Belarusian State University of Informatics and Radioelectronics, Minsk</b> Faculty of Computer Systems and Networks B.S. in Systems Engineering	<i>July 2012</i>

## HAVE EXPERIENCE WITH

---

<b>Operating Systems</b>	Linux (Arch, Debian, CentOS, Ubuntu), Mac OS X
<b>Programming Languages</b>	Clojure, Ruby, C, Bash, JavaScript, Perl, Common Lisp, Erlang, Maude, Factor, Scheme, Lua, C++, Python and more
<b>Markup and Typesetting</b>	L <sup>A</sup> T <sub>E</sub> X, HTML, Haml, Slim, CSS, SASS/SCSS, Less, Bootstrap
<b>Server technologies</b>	Chef, Nginx, Apache httpd, OpenSSH, Postfix, Prosody, vsftpd, Squid, Corosync, Pacemaker, DRBD,
<b>Relational Databases</b>	PostgreSQL, MySQL/MariaDB, SQLite
<b>Non-relational Databases</b>	Neo4j, OrientDB, MongoDB, Cassandra
<b>Programming paradigms</b>	Imperative, Object-oriented (class-based, prototype-based), Functional, Concatenative (stack-based), Logical (predicate logic, rewriting logic).

## WORK POSITIONS

---

<b>Filemporium</b> <i>Clojure Developer</i>	October 2014 - May 2015 <i>Remote via Upwork</i>
--	---

- Added support for using arbitrary npm libraries from ClojureScript code

<b>Softswiss Casino Software</b> <i>Senior Software Engineer</i>	October 2014 - May 2015 <i>Minsk, Belarus</i>
---	--

- Implemented integrations with external game providers (CasinoTechnology, Fengaming)
- Implemented completely custom design for new customer (HTML/CSS)
- Worked on external wallet api implementation

<b>Rubyroid Labs, LLC</b> <i>Senior Software Engineer/Team Leader</i>	April 2014 - September 2014 <i>Minsk, Belarus</i>
--	--

- Designed application architecture
- Managed project development
- Did code reviews
- Solely implemented some internal services

<b>Intetics Co.</b> <i>Senior Software Engineer</i>	July 2013 - April 2014 <i>Minsk, Belarus</i>
--	---

- Made fully-automated production server setup
- Worked on refactoring legacy codebase
- Worked on security-related features (IP whitelisting, XSS testing)
- Implemented backend service for mobile apps.
- Implemented automatic management of VPN servers DNS rotation
- Did code reviews

**Belarusian State University of Informatics and Radioelectronics**

February 2013 - January 2014

*Teaching assistant at Electronic Computing Machines Department (part-time)*

*Minsk, Belarus*

- Taught students how to use Git and GitHub.
- Together with students formalized grading criteria.
- Formalized some code quality metrics.
- Taught Linux for interested students in my spare time.

**PowerMeMobile, Inc.**

January 2013 - February 2013

*Problem solver*

*Minsk, Belarus*

- Gave an idea of automating deployment process (new tier deployments may take up to a month of SysAdmin team work).
- Implemented initial stages of deployment automation (installing base cluster software, configuring corosync/pacemaker, installing and configuring DRBD and nginx as resource agents) using Chef.
- Made entire deployment configurable from a single place (from chef workstation using node attributes).
- Got an agreement on opensourcing this efforts.

**Altoros Systems, Inc.**

October 2011 - September 2012

*Software Engineer in Ruby department*

*Minsk, Belarus*

- Proved that custom multisite functionality is a bad idea. Dropped the hacks and refactored application to use rails 3 engines.
- Participated in porting internal RightScale services (mostly sinatra+cassandra) to JRuby to utilize native Thrift.
- Participated in all stages of design and development on many projects.

**Itransition, Inc.**

February 2011 - October 2011

*Junior Developer in Ruby department*

*Minsk, Belarus*

- Solely ported large social gaming engine from Rails 2 to Rails 3.
- Initiated using SCSS and Compass, which led to stylesheets development and modification speedup.
- Configured production server from scratch and setup automated Capistrano deployment.

## **SOME FACTS TO BETTER UNDERSTAND WHAT KIND OF PERSON I AM**

---

- I decided to tie my work to computers when I was 5.
- First program in BASIC at age of 11, first HTML and JavaScript at 12, first program in Pascal at 13.
- I started playing with Linux when I was 14 (it was Mandrake 10 in 2005)
- I use Dvorak keyboard layout
- I tend to automate everything I could.
- I use Emacs for last 4-5 years. Last 3 years I use it with Evil (vim emulation layer)
- I have a lot of personal opensource projects and have contributed to upstream of at least 11 opensource projects.

- Some time ago I was passionate about japanese animation, so I learned some japanese and passed an international exam (have JLPT4 certificate). I remember myself learning Esperanto and Toki Pona, and now I am learning Lojban.
- Personality type ENTP.
- I am an active ACM and ACM SIGPLAN member.
- One of my primary interests is programming languages. I am still thinking of one that would be perfectly expressive.

## **GROWTH DIRECTIONS**

---

- Programming paradigms and programming languages
- Rewriting logic (Maude system in particular)
- Minimal syntax programming languages: Lisp (Clojure, Common Lisp, Scheme, Qi/Shen), FORTH, Factor, APL, Refal, Rebol, Smalltalk
- Programming music (Overtone, Extempore) and visuals (Quil, Processing, Fluxus)
- Learning to draw
- Trying to understand how all people think, what are the differences between ways people think, and what ways of thinking are possible but not currently used by human beings
- General semantics
- Personality models/typologies (MBTI/Socionics, Afanasiev's typology, Big 5, HEXACO)
- Constructed languages