# ALES GUZIK

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Minsk, Belarus

## EDUCATION

**Belarusian State University of Informatics and Radioelectronics, Minsk**          *July 2013*
Faculty of Computer Systems and Networks
M.S. in Computer Science & Software Engineering

**Belarusian State University of Informatics and Radioelectronics, Minsk**          *July 2012*
Faculty of Computer Systems and Networks
B.S. in Systems Engineering

## HAVE EXPERIENCE WITH

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

## WORK POSITIONS

**Filemporium**                                                                May 2015 - Present
*Clojure Developer*                                                            *Remote via Upwork*

· Added support for using arbitrary npm libraries from ClojureScript code
· Added compile-time template checks to kioo templating library
· Converted project from leiningen to boot

**Softswiss Casino Software**                                                  October 2014 - May 2015
*Senior Software Engineer*                                                     *Minsk, Belarus*

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

**Rubyroid Labs, LLC**                                                         April 2014 - September 2014
*Senior Software Engineer/Team Leader*                                         *Minsk, Belarus*

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

**Intetics Co.**                                                  July 2013 - April 2014
*Senior Software Engineer*                                            *Minsk, Belarus*

· 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**         February 2013 - January 2014
**Radioelectronics**
*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
· Semantics
· Constructed languages
· Neuroscience